Dusk	Check that all eyes are closed. Some Travellers & Fabled act.

Lord Of Typhon
Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
    Show each of these players a unique Minion token, and give a thumbs down.
    Replace these players' good character tokens with these Minion tokens and put these players to sleep.
    Then, do the Minion Info and Demon Info steps as normal.

Philosopher
The Philosopher might choose a character. If necessary, swap their character token. ◎

Magician
If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
    Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
    Put the Minions to sleep. Wake the Demon.
    Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.
    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

Minion Info
If there are 7 or more players, wake all Minions:
    Show the **THIS IS THE DEMON** token. Point to the Demon.

Lunatic
If there are 7 or more players, wake the Lunatic:
    Show the **THESE ARE YOUR MINIONS** token. Point to any players.
    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
    Put the Lunatic to sleep. Wake the Demon.
    Show the **YOU ARE** info token and the Demon token.
    Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

Demon Info
If there are 7 or more players, wake the Demon:
    Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

Marionette
Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.

Cerenovus
The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

Mezepheles
Show a single word on a piece of paper, phone, or other device.

Pixie
Show the Townsfolk character token marked **MAD**.

Librarian
Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Fortune Teller
The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Seamstress
The Seamstress might choose 2 players. Nod or shake your head. ◎

Noble
Point to al three players marked **KNOW**.

General
If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.

Dawn
Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.	
Pixie	If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎	
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎	
Monk	The Monk chooses a player. ◎	
Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token	
Mezepheles	If a player is marked with the **TURNS EVIL** reminder: Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep. Turn their character token upside down. (This shows they are now evil.) Mark the Mezepheles with the **NO ABILITY** reminder. ◎	
Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).	
Imp	The Imp chooses a player. ◎ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.	
Lord Of Typhon	The Lord of Typhon chooses a player. ◎	
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighbouring Townsfolk. ◎◎	
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.	
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).	
Oracle	Give a finger signal.	
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎	
General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	