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|---|---|---|
| **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:<br>  Show each of these players a unique Minion token, and give a thumbs down.<br>  Replace these players' good character tokens with these Minion tokens and put these players to sleep.<br>  Then, do the Minion Info and Demon Info steps as normal. |
| **Minion Info** | If there are 7 or more players, wake all Minions:<br>  Show the **THIS IS THE DEMON** token. Point to the Demon. |
| **Demon Info** | If there are 7 or more players, wake the Demon:<br>  Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.<br>  Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. |
| **Snake Charmer** | The Snake Charmer chooses a player. If they chose the Demon:<br>  Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.<br>  Put the old Snake Charmer to sleep. Wake the old Demon.<br>  Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎ |
| **Devil's Advocate** | The Devil's Advocate chooses a living player. ◎ |
| **Cerenovus** | The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.<br>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. |
| **Pukka** | The Pukka chooses a player. ◎ |
| **Damsel** | Wake each Minion. Show the Damsel token. |
| **Investigator** | Show the Minion character token. Point to both the **MINION** and **WRONG** players. |
| **Empath** | Give a finger signal. |
| **Fortune Teller** | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**). |
| **Dreamer** | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| **Balloonist** | Point to a player (alive or dead).<br>Place the SEEN token next to the shown player. ◎ |
| **Mathematician** | Give a finger signal. |
| **Dawn** | Wait a few seconds. Call for eyes open. |

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|---|---|---|---|
| | 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. |
| | Innkeeper | The Innkeeper chooses 2 players. ◎◎◎ |
| | Snake Charmer | The Snake Charmer chooses a player. If they chose the Demon:<br>    Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.<br>    Put the old Snake Charmer to sleep. Wake the old Demon.<br>    Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎ |
| | Devil's Advocate | The Devil's Advocate chooses a living player. ◎ |
| | Cerenovus | The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.<br>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:<br>    Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.<br>    Turn their character token upside down. (This shows they are now evil.)<br>    Mark the Mezepheles with the **NO ABILITY** reminder. ◎ |
| | Zombuul | If no one died today, the Zombuul chooses a player. ◎ |
| | Pukka | The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎ |
| | Vortox | The Vortox chooses a player. ◎ |
| | Lord Of Typhon | The Lord of Typhon chooses a player. ◎ |
| | Gossip | If the Gossip is due to kill a player, they die. ◎ |
| | Barber | If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens<br>If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token. |
| | Sweetheart | If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎ |
| | Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
| | Damsel | TBD |
| | Empath | Give a finger signal. |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**). |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | Balloonist | Point to a player (alive or dead) with a different role type from the player with the SEEN token.<br>Place the SEEN token next to the shown player. ◎ |
| | Mathematician | Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |