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.

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.

King — Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.

Sailor — The Sailor chooses a living player. ◉

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

Xaan — Add the **NIGHT** reminder token that matches the current night. ◉
On the night that equals the number of Outsiders in play when the game began:
  Add the **X** reminder to the Grimoire. ◉ Remove it the following dusk.

Widow — Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◉ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◉

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

Empath — Give a finger signal.

Cult Leader — The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
  Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
  Put the Cult Leader back to sleep.
  Turn the Cult Leader token upside-down. (This shows their alignment.)

Ogre — The Ogre points to a player:
  If the player is evil, flip the Ogre's token upside down.

Dawn — Wait a few seconds. Call for eyes open.

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

Sailor | The Sailor chooses a living player. ◎

Xaan | Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
    Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

Monk | The Monk chooses a player. ◎

Pit-Hag | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
    Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

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.

Shabaloth | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

Lord Of Typhon | The Lord of Typhon chooses a player. ◎

Ojo | The Ojo points to a role. If a player has that role, they die. ◎
If the role is out of play, the Storyteller chooses any number of players that die. ◎

Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Empath | Give a finger signal.

Flowergirl | Either nod or shake your head.

King | If the number of dead players is equal to or exceeds the number of alive players:
    Wake the King. Show one alive character token. Put the King to sleep.

Cult Leader | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
    Put the Cult Leader back to sleep.
    Turn the Cult Leader token upside-down. (This shows their alignment.)

Dawn | Wait a few seconds. Call for eyes open & immediately say who died.