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.

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.

Sailor	The Sailor chooses a living player. ◎
Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
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. ◎

Organ Grinder	The Organ Grinder either nods or shakes their head:
	  If they nod their head, mark them with the **DRUNK** reminder. ◎
	  If they shake their head, remove their **DRUNK** reminder.

Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
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**).
Grandmother	Point to the grandchild player & show their character token.
Clockmaker	Give a finger signal.
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎

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.
Vizier	Declare that the Vizier is in play, and which player it is.