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.

Kazali

The Kazali points at a player and a Minion on the character sheet.
  Replace their old character token with the Minion token. Wake the player.
  Show them the **You Are** info token then the Minion character token, and give a thumbs down.
  Repeat until the normal number of Minions exist.
  Put the Kazali to sleep.

Minion Info

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

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.

Engineer

If the Engineer points to a Demon or Minions on their character sheet:
  Swap all appropriate character tokens with new character tokens.
  Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
  Mark the Engineer with the **NO ABILITY** reminder token. ◎

Poisoner

The Poisoner chooses a player. ◎

Godfather

Show the character tokens of all in-play Outsiders.

Empath

Give a finger signal.

Clockmaker

Give a finger signal.

Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Knight

Point to the two players marked **KNOW**. ◎◎

Noble

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

Balloonist

Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

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.

Mathematician

Give a finger signal.

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.
	Engineer	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to Mark the Engineer with the **NO ABILITY** reminder token. ◎
	Poisoner	The Poisoner chooses a player. ◎
	Gambler	The Gambler chooses a player & a character. ◎
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	Fang Gu	The Fang Gu chooses a player. ◎ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎
	Lord Of Typhon	The Lord of Typhon chooses a player. ◎
	Kazali	The Kazali chooses a player. ◎
	Assassin	The Assassin might choose a player. ◎◎
	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
	Professor	The Professor might choose a dead player. ◎◎
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
	Empath	Give a finger signal.
	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. Place the SEEN token next to the shown player. ◎
	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.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.