☾	**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.

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

D	**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.

🪱	**Lleech**	The Lleech picks a player. Mark them with the **POISONED** token. ◎
🧪	**Poisoner**	The Poisoner chooses a player. ◎

🐒	**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.

👨‍🍳	**Chef**	Give a finger signal.
💙	**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.
📜	**Steward**	Point to the player marked **KNOW**. ◎
🎈	**Balloonist**	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎

🕶️	**Bounty Hunter**	Wake any player with a Townsfolk character:
		    Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
		    Turn their token upside-down. (This shows they are evil.)
		Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ◎

☀️	**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.
	Poisoner	The Poisoner chooses a player. ◎
	Monk	The Monk chooses a player. ◎
	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.
	Exorcist	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.
	Zombuul	If no one died today, the Zombuul chooses a player. ◎
	Lord Of Typhon	The Lord of Typhon chooses a player. ◎
	Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
	Kazali	The Kazali chooses a player. ◎
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	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. ◎
	Bounty Hunter	If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.