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.

Wraith	Wake the Wraith whenever other evil players wake.
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.
Snitch	Repeat the following process for each Minion: Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

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

Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon:
	    Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
	    Put the old Snake Charmer to sleep. Wake the old Demon.
	    Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

Huntsman	If the Huntsman points to a player:
	    Put them to sleep. Mark them with the **NO ABILITY** token. ◎
	    If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
	    Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
Knight	Point to the two players marked **KNOW**. ◎◎
Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.
Leviathan	Mark the Leviathan with the **DAY 1** reminder. ◎

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Wraith	Wake the Wraith whenever other evil players wake.	
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎	

Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon:
	    Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
	    Put the old Snake Charmer to sleep. Wake the old Demon.
	    Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎	

Zombuul	If no one died today, the Zombuul chooses a player. ◎	
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*	
Lord Of Typhon	The Lord of Typhon chooses a player. ◎	
Gossip	If the Gossip is due to kill a player, they die. ◎	

Hatter	If the Hatter died, wake the Minions and Demon:
	    Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
	    Each player may point to another character of the same type as their current character.
	    If a second player would end up with the same character as another player:
	        Shake your head no and gesture for them to choose again.
	    Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
	    Change each player to the character they chose.	

Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.	
Banshee	If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎ Publicly announce that the Banshee died.	

Huntsman	If the Huntsman points to a player:
	    Put them to sleep. Mark them with the **NO ABILITY** token. ◎
	    If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
	    Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.	

Tinker	The Tinker might die. ◎	
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.	
Town Crier	Either nod or shake your head.	
Seamstress	The Seamstress might choose 2 players. 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.	
Mathematician	Give a finger signal.	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	
Leviathan	Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎	