**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.

**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.

**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. ◎

**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.

**Courtier** — The Courtier might choose a character. ◎◎

**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. ◎

**Evil Twin** — Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

**Steward** — Point to the player 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.

**Village Idiot** — Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**Nightwatchman** — If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

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

**High Priestess** — Point to the player whom you most think the High Priestess should speak with tomorrow.

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

| | | |
|---|---|---|
| **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| **Philosopher** | The Philosopher might choose a character. If necessary, swap their character token. ◎ |
| **Xaan** | Add the **NIGHT** reminder token that matches the current night. ◎ <br> On the night that equals the number of Outsiders in play when the game began: <br>     Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk. |
| **Courtier** | The Courtier might choose a character. ◎◎ |
| **Snake Charmer** | The Snake Charmer chooses a player. If they chose the Demon: <br>     Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. <br>     Put the old Snake Charmer to sleep. Wake the old Demon. <br>     Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎ |
| **Pit-Hag** | The Pit-Hag chooses a player & a character. If they chose a character that is not in play: <br>     Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token. |
| **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. ◎ |
| **Vigormortis** | The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎ |
| **Lleech** | The Lleech chooses a player. Mark them with the **DEAD** token. ◎ |
| **Assassin** | The Assassin might choose a player. ◎◎ |
| **Choirboy** | If the Demon killed the King, wake the Choirboy. Point to the Demon player. |
| **Juggler** | Give a finger signal. |
| **Village Idiot** | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. <br> Put that Village Idiot to sleep. Repeat until all Village Idiots have acted. |
| **Nightwatchman** | If the Nightwatchman points at a player: <br>     Put the Nightwatchman to sleep. <br>     Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token. <br>     Point to the Nightwatchman player. Put the chosen player back to sleep. <br>     Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎ |
| **High Priestess** | Point to the player whom you most think the High Priestess should speak with tomorrow. |
| **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |