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|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | <b>Lord Of Typhon</b> | Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:<br>Show each of these players a unique Minion token, and give a thumbs down.<br>Replace these players' good character tokens with these Minion tokens and put these players to sleep.<br>Then, do the Minion Info and Demon Info steps as normal. |
|  | <b>Minion Info</b>    | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.  |
|  | <b>Demon Info</b>     | If there are 7 or more players, wake the Demon:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.  |
|  | <b>Dreamer</b>        | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.   |
|  | <b>Knight</b>         | Point to the two players marked <b>KNOW</b> . ☺☺   |
|  | <b>Noble</b>          | Point to all three players marked <b>KNOW</b> .  |
|  | <b>Village Idiot</b>  | Wake any Village Idiot, they choose a player. Give a thumbs up or a thumbs down.<br>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.   |
|  | <b>Nightwatchman</b>  | If the Nightwatchman points at a player:<br>Put the Nightwatchman to sleep.<br>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token.<br>Point to the Nightwatchman player. Put the chosen player back to sleep.<br>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☺            |
|  | <b>Cult Leader</b>    | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>Wake the Cult Leader, show them the <b>YOU ARE</b> token, & either a thumbs down (if evil) or thumbs up (if good).<br>Put the Cult Leader back to sleep.<br>Turn the Cult Leader token upside-down. (This shows their alignment.)                   |
|  | <b>Mathematician</b>  | Give a finger signal.  |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open.  |
|  | <b>Leviathan</b>      | Mark the Leviathan with the <b>DAY 1</b> reminder. ☺   |
|  | <b>Vizier</b>         | Declare that the Vizier is in play, and which player it is.  |

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|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.   |
|  | <b>Cannibal</b>       | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.  |
|  | <b>Innkeeper</b>      | The Innkeeper chooses 2 players.  |
|  | <b>Monk</b>           | The Monk chooses a player.  |
|  | <b>Pit-Hag</b>        | 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 <b>YOU ARE</b> token & their new character token.   |
|  | <b>Imp</b>            | The Imp chooses a player.  If the Imp chose themselves:<br>Replace 1 alive Minion token with a spare Imp token.<br>Put the old Imp to sleep. Wake the new Imp.<br>Show the <b>YOU ARE</b> token, then show the Imp token.   |
|  | <b>Fang Gu</b>        | The Fang Gu chooses a player.  If they chose an Outsider (once only):<br>Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.<br>Show the <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down.  |
|  | <b>Lord Of Typhon</b> | The Lord of Typhon chooses a player.  |
|  | <b>Assassin</b>       | The Assassin might choose a player.   |
|  | <b>Sage</b>           | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.  |
|  | <b>Moonchild</b>      | If the Moonchild is due to kill a good player, they die.  |
|  | <b>Dreamer</b>        | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.  |
|  | <b>Village Idiot</b>  | 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.   |
|  | <b>Nightwatchman</b>  | If the Nightwatchman points at a player:<br>Put the Nightwatchman to sleep.<br>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token.<br>Point to the Nightwatchman player. Put the chosen player back to sleep.<br>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. |
|  | <b>Cult Leader</b>    | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>Wake the Cult Leader, show them the <b>YOU ARE</b> token, &either a thumbs down (if evil) or thumbs up (if good).<br>Put the Cult Leader back to sleep.<br>Turn the Cult Leader token upside-down. (This shows their alignment.)       |
|  | <b>Mathematician</b>  | Give a finger signal.   |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open & immediately say who died.  |
|  | <b>Leviathan</b>      | Mark the Leviathan with either the <b>DAY 2</b> , <b>DAY 3</b> , <b>DAY 4</b> , or <b>DAY 5</b> reminder.   |