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.

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.

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.

Mezepheles
Show a single word on a piece of paper, phone, or other device.

Investigator
Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Fortune Teller
The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

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

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.

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.

Cannibal — The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

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.

Pit-Hag — The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

Mezepheles — If a player is marked with the **TURNS EVIL** reminder:
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
Turn their character token upside down. (This shows they are now evil.)
Mark the Mezepheles with the **NO ABILITY** 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. ◎

Al-Hadikhia — The Al-Hadikhia points at three players:
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
Wake the player marked **1** & say "The A-l Hadikhia has chosen" then the name of the player.
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
If all three are alive (none have a shroud), add a shroud to all three.

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.

Choirboy — If the Demon killed the King, wake the Choirboy. Point to the Demon player.

Farmer — If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.

Tinker — The Tinker might die. ◎

Fortune Teller — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

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

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.

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. ◎