

**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.

**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.

**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.

**Poisoner**

The Poisoner chooses a player. ☺

**Washerwoman**Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.**Librarian**Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.**Investigator**Show the Minion character token. Point to both the **MINION** and **WRONG** players.**Chef**

Give a finger signal.

**Empath**

Give a finger signal.

**Butler**

The Butler chooses a player. ☺

**Spy**

Show the Grimoire to the Spy for as long as they need.

**Dawn**

Wait a few seconds. Call for eyes open.

**Dusk**

Check that all eyes are closed. Some Travellers & Fabled act.

**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.**Poisoner**

The Poisoner chooses a player. ☹️

**Gambler**

The Gambler chooses a player & a character. ☹️

**Monk**

The Monk chooses a player. ☹️

**Lycanthrope**The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ☹️ Demon doesn't kill tonight.**No Dashii**

The No Dashii chooses a player. ☹️

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☹️

**Banshee**If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹️
Publicly announce that the Banshee died.**Empath**

Give a finger signal.

**Undertaker**

If a player was executed today, show their character token.

**Butler**

The Butler chooses a player. ☹️

**Spy**

Show the Grimoire to the Spy for as long as they need.

**Dawn**

Wait a few seconds. Call for eyes open & immediately say who died.