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.

Alchemist
Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.
Mark the Alchemist with the **IS THE ALCHEMIST** token. ◎ Swap the Alchemist token with this Minion token.
Turn the Minion token upside-down. (This shows they are still good.).

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.

Lil' Monsta
Instead of the normal Minion Info and Demon Info steps, do the following:
   Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
      Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
      Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

Poisoner
The Poisoner chooses a player. ◎

Fearmonger
The Fearmonger picks a player:
   Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."

Pixie
Show the Townsfolk character token marked **MAD**.

Chef
Give a finger signal.

Empath
Give a finger signal.

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**. ◎

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.

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.

Leviathan
Mark the Leviathan with the **DAY 1** reminder. ◎

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

Pixie — If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎

Poisoner — The Poisoner chooses a player. ◎

Monk — The Monk chooses a player. ◎

Fearmonger — The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."

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.

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.

Lil' Monsta — The minions pick a player. Put them back to sleep, and then:
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Place the **DEAD** token beside any living player. ◎

Sage — If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Empath — Give a finger signal.

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.

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.

Leviathan — Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎