**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.

**Yaggababble** — Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.

**Magician** — If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
Put the Minions to sleep. Wake the Demon.
Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**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.

**Widow** — Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◉ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◉

**Witch** — The Witch chooses a player. ◉

**Cerenovus** — The Cerenovus chooses a player & a character. ◉ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

**Empath** — Give a finger signal.

**Grandmother** — Point to the grandchild player & show their character token.

**Noble** — Point to al three players marked **KNOW**.

**Balloonist** — Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◉

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

| | | |
|---|---|---|
| | **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| | **Witch** | The Witch chooses a player. ◉ |
| | **Cerenovus** | The Cerenovus chooses a player & a character. ◉ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token |
| | **Legion** | You may decide a player that dies. (Once per living Legion) ◉ |
| | **Lord Of Typhon** | The Lord of Typhon chooses a player. ◉ |
| | **Al-Hadikhia** | The Al-Hadikhia points at three players:<br>    Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.<br>    Wake the player marked **1** & say "The A-l Hadikhia has chosen" then the name of the player.<br>    Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.<br>    Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.<br>    If all three are alive (none have a shroud), add a shroud to all three. |
| | **Yaggababble** | For each time the Yaggababble publicly said their phrase:<br>    You may place a **DEAD** token next to a living player. ◉ |
| | **Gossip** | If the Gossip is due to kill a player, they die. ◉ |
| | **Barber** | If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens<br>If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token. |
| | **Sage** | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
| | **Choirboy** | If the Demon killed the King, wake the Choirboy. Point to the Demon player. |
| | **Moonchild** | If the Moonchild is due to kill a good player, they die. ◉ |
| | **Grandmother** | If the grandchild was killed by the Demon, the Grandmother dies too. ◉ |
| | **Empath** | Give a finger signal. |
| | **Undertaker** | If a player was executed today, show their character token. |
| | **Balloonist** | Point to a player (alive or dead) with a different role type from the player with the SEEN token.<br>Place the SEEN token next to the shown player. ◉ |
| | **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |