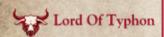
Dusk

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



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.



King

Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player.



Wizard

Run the Wizard's ability, if applicable.



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



Pukka

The Pukka chooses a player. @



Damsel

Wake each Minion. Show the Damsel token.



Investigator

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



Empath

Give a finger signal.



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.



Nightwatchman

If the Nightwatchman points at a player:

Put the Nightwatchman to sleep.

Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep.

Mark the Nightwatchman with the NO ABILITY reminder token.



Dawn

Wait a few seconds. Call for eyes open.