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.

Kazali

The Kazali points at a player and a Minion on the character sheet.
  Replace their old character token with the Minion token. Wake the player.
  Show them the **You Are** info token then the Minion character token, and give a thumbs down.
  Repeat until the normal number of Minions exist.
  Put the Kazali to sleep.

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.

Harpy

The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Mezepheles

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

Pixie

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

Investigator

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

Empath

Give a finger signal.

Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ◎

General

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.

Dawn

Wait a few seconds. Call for eyes open.