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Greaned

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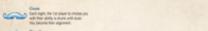
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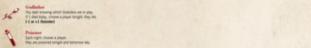
















Four-monager
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Yagahabbi Malinapanjuahab







Lord Of Typhon

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Liberula

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	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.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
D	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.
F.	King	Wake the Demon. Show them the <b>THIS PLAYER IS</b> info token, then the King token, then point at the King player.
£	Sailor	The Sailor chooses a living player. ◎
M	Marionette	Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token. Put the Demon to sleep.
K	Lleech	The Lleech picks a player. Mark them with the POISONED token.
1	Poisoner	The Poisoner chooses a player. ◎
2600	Godfather	Show the character tokens of all in-play Outsiders.
1	Fearmonger	The Fearmonger picks a player:  Mark the chosen player with the <b>FEAR</b> reminder. <b>©</b> Declare that "The Fearmonger has chosen a player."
Allan	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
<b>2</b>	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.
	Noble	Point to al three players marked KNOW.
W	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  Wake the Cult Leader, show them the <b>YOU ARE</b> token, &either a thumbs down (if evil) or thumbs up (if good).  Put the Cult Leader back to sleep.  Turn the Cult Leader token upside-down. (This shows their alignment.)
W	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.

(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
£	Sailor	The Sailor chooses a living player. <b>⊚</b>
1	Poisoner	The Poisoner chooses a player. ⊚
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder:  Mark the chosen player with the <b>FEAR</b> reminder.   Declare that 'The Fearmonger has chosen a player.'
	Fang Gu	The Fang Gu chooses a player.  If they chose an Outsider (once only):  Replace the Outsider token with the spare Fang Gu token, Put the Fang Gu to sleep. Wake the target.  Show the YOU ARE and Fang Gu tokens & give a thumbs-down.
الم	ord Of Typhon	The Lord of Typhon chooses a player.
1	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. <b>⊚</b>
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player.
2600	Godfather	If an Outsider died today, the Godfather chooses a player. ⊚
الله	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
Ĉ.	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<b>2</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
<b>5</b> %	King	If the number of dead players is equal to or exceeds the number of alive players:  Wake the King. Show one alive character token. Put the King to sleep.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good).  Put the Cult Leader back to sleep.  Turn the Cult Leader token upside-down. (This shows their alignment.)
*	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.
<u> </u>	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.