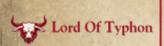
Dusk Check that all eyes are closed. Some Travellers & Fabled act.



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.

Minion Info

If there are 7 or more players, wake all Minions:

Show the THIS IS THE DEMON token. Point to the Demon.

Lunatic

If there are 7 or more players, wake the Lunatic:

Show the THESE ARE YOUR MINIONS token. Point to any players.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens.

Put the Lunatic to sleep. Wake the Demon.

Show the YOU ARE info token and the Demon token.

Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.

**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.



Poisoner

The Poisoner chooses a player. @



Godfather

Show the character tokens of all in-play Outsiders.



Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Librarian

Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Investigator

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



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Butler

The Butler chooses a player. @



Clockmaker

Give a finger signal.



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open.

(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
1	Poisoner	The Poisoner chooses a player. ⊚
2	Monk	The Monk chooses a player. ◎
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
*	Legion	You may decide a player that dies. (Once per living Legion)
Ψ	Imp	The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.
9	Vortox	The Vortox chooses a player. <b>⊚</b>
W	Lord Of Typhon	The Lord of Typhon chooses a player. ◎
2600	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<b>(2)</b>	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Undertaker	If a player was executed today, show their character token.
*	Butler	The Butler chooses a player.
-3	Spy	Show the Grimoire to the Spy for as long as they need.
<b>P</b>	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.