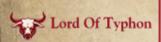


Dusk

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.

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.



Yaggababble

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

ord 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.

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. @

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

Fearmonger

The Fearmonger picks a player:

Mark the chosen player with the FEAR reminder. @ Declare that "The Fearmonger has chosen a player."



Knight

Point to the two players marked KNOW. @@



Grandmother

Point to the grandchild player & show their character token.



Empath

Give a finger signal.



Balloonist

Point to a player (alive or dead). Place the SEEN token next to the shown player. @



Damsel

Wake each Minion. Show the Damsel token.



Ogre

The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.

44.7%

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