



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.



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.



Pukka

The Pukka chooses a player. ☹



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.



Chef

Give a finger signal.



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. ☹



Bounty Hunter

Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



Spy

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



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.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poisoner	The Poisoner chooses a player. ☹
	Monk	The Monk chooses a player. ☹
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE 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).
	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.
	Pukka	The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹
	Lord Of Typhon	The Lord of Typhon chooses a player. ☹
	Al-Hadikhia	The Al-Hadikhia points at three players: Mark these players with the 1, 2, & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3 . Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.
	Godfather	If an Outsider died today, the Godfather chooses a player. ☹
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Undertaker	If a player was executed today, show their character token.
	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ☹
	Butler	The Butler chooses a player. ☹
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.