



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.



Poppy Grower

Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.



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. ☹



Wizard

Run the Wizard's ability, if applicable.



Witch

The Witch chooses a player. ☹



Pukka

The Pukka chooses a player. ☹



Empath

Give a finger signal.



Knight

Point to the two players marked **KNOW**. ☹☹



Noble

Point to all three players marked **KNOW**.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poppy Grower	If the Poppy Grower died today or tonight, & is marked with the EVIL WAKES reminder: Show the THIS IS THE DEMON info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the THESE ARE YOUR MINIONS info token, then point to the Minions. Put the Demon to sleep.
	Poisoner	The Poisoner chooses a player. ☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	Wizard	Run the Wizard's ability, if applicable.
	Gambler	The Gambler chooses a player & a character. ☹
	Witch	The Witch 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).
	Exorcist	The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. ☹ Demon doesn't kill tonight.
	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. ☹
	Ojo	The Ojo points to a role. If a player has that role, they die. ☹ If the role is out of play, the Storyteller chooses any number of players that die. ☹
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.