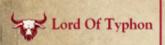
Dusk | Check that all eyes are closed. Some Travellers & Fabled act.



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.

Kazali

The Kazali points at a player and a Minion on the character sheet.

Replace their old character token with the Minion token. Wake the player.

Show them the You Are info token then the Minion character token, and give a thumbs down.

Repeat until the normal number of Minions exist.

Put the Kazali to sleep.



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.



Minion Info

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

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



Summoner

Place the NIGHT 1 reminder. @

Show the Summoner 3 not-in-play characters as bluffs.



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.



Courtier

The Courtier might choose a character. @@



Empath

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Knight

Point to the two players marked KNOW. @@



Spy

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



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

Declare that the Vizier is in play, and which player it is.

(Ca)	CONTRACTOR OF THE PERSON	The state of the s
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
7	Courtier	The Courtier might choose a character. ⊚⊚
0	Gambler	The Gambler chooses a player & a character.
0	Summoner	On night two, place the NIGHT 2 reminder. On night three, place the NIGHT 3 reminder and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE info token, then the Demon token. Show the YOU ARE info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
2	Shabaloth	A previously chosen player might be resurrected.
الها	Lord Of Typhon	The Lord of Typhon chooses a player, ⊚
1	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
95	Kazali	The Kazali chooses a player. ⊚
R	Gossip	If the Gossip is due to kill a player, they die. ◎
***	Hatter	If the Hatter died, wake the Minions and Demon: Show them the THIS CHARACTER SELECTED YOU info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the TEA PARTY TONIGHT reminder. Change each player to the character they chose.
Š	Barber	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.
	Professor	The Professor might choose a dead player. ◎◎
×	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
No.	Tinker	The Tinker might die. ◎
600)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too.
\$	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
-3	Spy	Show the Grimoire to the Spy for as long as they need.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.

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