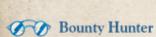
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
W	Lord Of Typhon	Wake the appropriate number of players directly clockwise and 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.
	Boffin	Wake the Boffin and the Demon.  Show the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Boffin token, then the good character token.  Place this second character token by the Demon character token.
1	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
D	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.
0	Engineer	If the Engineer points to a Demon or Minions on their character sheet:  Swap all appropriate character tokens with new character tokens.  Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to Mark the Engineer with the NO ABILITY reminder token.
	Wizard	Run the Wizard's ability, if applicable.
3	Organ Grinder	The Organ Grinder either nods or shakes their head:  If they nod their head, mark them with the <b>DRUNK</b> reminder.   If they shake their head, remove their <b>DRUNK</b> reminder.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
0	Balloonist	Point to a player (alive or dead).  Place the SEEN token next to the shown player.





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. @



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep.

Turn the Cult Leader token upside-down. (This shows their alignment.)



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Cannibal	The Cannibal has the ability of the most recently executed player.  They immediately learn any 'you start knowing' information.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
4	Engineer	If the Engineer points to a Demon or Minions on their character sheet:  Swap all appropriate character tokens with new character tokens.  Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to Mark the Engineer with the NO ABILITY reminder token.
	Wizard	Run the Wizard's ability, if applicable.
3	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the <b>DRUNK</b> reminder.   If they shake their head, remove their <b>DRUNK</b> reminder.
3	Legion	You may decide a player that dies. (Once per living Legion)
الم	Lord Of Typhon	The Lord of Typhon chooses a player. <b>⊚</b>
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player.   Output  Description:
	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
*	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire.  Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
40	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
×	Farmer	If the Farmer died tonight:  Wake an alive good player.  Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep.  Replace their previous character token with a Farmer character token.
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
9	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token.  Place the SEEN token next to the shown player.
60	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.  Move the <b>SEEN</b> token to the shown player.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  Wake the Cult Leader, show them the <b>YOU ARE</b> token, &either a thumbs down (if evil) or thumbs up (if good).  Put the Cult Leader back to sleep.  Turn the Cult Leader token upside-down, (This shows their alignment.)
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.