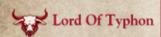
Dusk

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.



Yaggababble

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



Minion Info

If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token, Point to the Demon.



Snitch

Repeat the following process for each Minion:

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



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. @@



Harpy

The Harpy chooses a player **③** & then another player. **③** Put the Harpy to sleep, Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Mezepheles

Show a single word on a piece of paper, phone, or other device.



Huntsman

If the Huntsman points to a player:

Put them to sleep. Mark them with the NO ABILITY token. @

If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Courtier	The Courtier might choose a character. ⊚⊚
New York	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder.
PA	Harpy	The Harpy chooses a player ② & then another player. ③ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
& N	f ezepheles	If a player is marked with the TURNS EVIL reminder: Wake them. Show the YOU ARE info token then give a thumbs down. Put them to sleep. Turn their character token upside down. (This shows they are now evil.) Mark the Mezepheles with the NO ABILITY reminder.
Scarl	et Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
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.
*	Legion	You may decide a player that dies. (Once per living Legion) ◎
9	Vortox	The Vortox chooses a player. ◎
Lord C	Of Typhon	The Lord of Typhon chooses a player. ⊚
Ya Ya	ggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. Output Description:
**	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.
İ	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Y	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ⊚ Publicly announce that the Banshee died.
S. S	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
1	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
N.	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.
*	Tinker	The Tinker might die. ◎
T	own Crier	Either nod or shake your head.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.