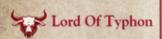
Dusk

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.



Yaggababble

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



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.



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.



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.



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:

Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player:

Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the IS THE DEMON token.

Put the chosen player back to sleep. Place the IS THE DEMON token beside them. @



Wizard

Run the Wizard's ability, if applicable.



Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Chef

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

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

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Q	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 then Mark the Engineer with the NO ABILITY reminder token.
5	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
	Wizard	Run the Wizard's ability, if applicable.
Sant.	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder.
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.
W.	ord Of Typhon	The Lord of Typhon chooses a player. ⊚
	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. Place the DEAD token beside any living player. ■
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player.
9	Kazali	The Kazali chooses a player. ⊚
9,4	Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎
À	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.
×	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.
600	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.