



## 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.



## 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.



## 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.



## Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



## Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺



## Godfather

Show the character tokens of all in-play Outsiders.



## Evil Twin

Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.



## Grandmother

Point to the grandchild player & show their character token.



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## Steward

Point to the player marked **KNOW**. ☹



## Knight

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



## Bounty Hunter

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. ☹



## Chambermaid

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



## Dawn

Wait a few seconds. Call for eyes open.

|                                                                                     |                |                                                                                                                                                                                                                                                                                                         |
|-------------------------------------------------------------------------------------|----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|     | 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.                                                                                                                                                                          |
|    | Innkeeper      | The Innkeeper chooses 2 players. ☹☹☹                                                                                                                                                                                                                                                                    |
|    | Snake Charmer  | The Snake Charmer chooses a player. If they chose the Demon:<br>Show the <b>YOU ARE</b> & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.<br>Put the old Snake Charmer to sleep. Wake the old Demon.<br>Show the <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☹ |
|    | Monk           | The Monk chooses a player. ☹                                                                                                                                                                                                                                                                            |
|    | Pit-Hag        | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:<br>Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.                                                                                                     |
|    | Lunatic        | Do whatever needs to be done to simulate the Demon acting.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the Lunatic token & point to them, then their target(s).                                                                                                                                |
|    | Fang Gu        | The Fang Gu chooses a player. ☹ If they chose an Outsider (once only):<br>Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.<br>Show the <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☹                                                     |
|  | Lord Of Typhon | The Lord of Typhon chooses a player. ☹                                                                                                                                                                                                                                                                  |
|  | Lleech         | The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☹                                                                                                                                                                                                                                    |
|  | Kazali         | The Kazali chooses a player. ☹                                                                                                                                                                                                                                                                          |
|  | Godfather      | If an Outsider died today, the Godfather chooses a player. ☹                                                                                                                                                                                                                                            |
|  | Sweetheart     | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹                                                                                                                                                                                                   |
|  | Sage           | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.                                                                                                                                                                                                            |
|  | Grandmother    | If the grandchild was killed by the Demon, the Grandmother dies too. ☹                                                                                                                                                                                                                                  |
|  | Dreamer        | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.                                                                                                                                                                                                    |
|  | Bounty Hunter  | If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.<br>Move the <b>SEEN</b> token to the shown player. ☹                                                                                                                                                           |
|  | Chambermaid    | The Chambermaid chooses 2 living players. Give a finger signal.                                                                                                                                                                                                                                         |
|  | Dawn           | Wait a few seconds. Call for eyes open & immediately say who died.                                                                                                                                                                                                                                      |