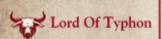
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Dusk

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.



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.



King

Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player.



Preacher

The Preacher chooses a player. If they choose a Minion:

Put a PREACHED reminder token next to that Minion. Wake the chosen Minion.

Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.



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:



Courtier

The Courtier might choose a character. @@



**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. @



Pukka

The Pukka chooses a player. @



Dreamer

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



Chambermaid

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



Mathematician

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.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Preacher	The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.
Y	Courtier	The Courtier might choose a character. 🎯
5	Innkeeper	The Innkeeper chooses 2 players. <b>⊚⊚⊚</b>
PART!	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder.
2	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.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
0	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good:  Mark them with the <b>DEAD</b> reminder. © Demon doesn't kill tonight.
V	Pukka	The Pukka chooses a player.
2	Shabaloth	A previously chosen player might be resurrected.
A.	Lord Of Typhon	The Lord of Typhon chooses a player.
2	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.   ■
*	Assassin	The Assassin might choose a player. ⊚⊚
Q	Gossip	If the Gossip is due to kill a player, they die. ◎
*	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
6	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
2/3	King	If the number of dead players is equal to or exceeds the number of alive players:  Wake the King. Show one alive character token. Put the King to sleep.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.