



**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.



**Dusk**

Check that all eyes are closed. Some Travellers & Fabled act.



**Poppy Grower**

Wake the Demon.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.



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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.



**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.



**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.



**Sailor**

The Sailor chooses a living 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.



**Lycanthrope**

Place the **FAUX PAW** reminder ☉ next to a good player.



**Courtier**

The Courtier might choose a character. ☉☉



**Poisoner**

The Poisoner chooses a player. ☉



**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 sleep.  
Mark the Engineer with the **NO ABILITY** reminder token. ☉



**Devil's Advocate**

The Devil's Advocate chooses a living player. ☉



**Organ Grinder**

The Organ Grinder either nods or shakes their head:  
If they nod their head, mark them with the **DRUNK** reminder. ☉  
If they shake their head, remove their **DRUNK** reminder.



**Lleech**

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



**Washerwoman**

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



**Clockmaker**

Give a finger signal.



**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.



**General**

If you believe that the good team is winning, give a thumbs up.  
If you believe that the evil team is winning, give a thumbs down.  
If you don't know which team is winning, give a thumbs to the side.



**Dawn**

Wait a few seconds. Call for eyes open.