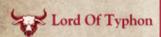
Dusk

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.



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.



Poisoner

The Poisoner chooses a player.



Grandmother

Point to the grandchild player & show their character token.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. @



Steward

Point to the player marked KNOW. @



Noble

Point to al three players marked KNOW.



Spy

Show the Grimoire to the Spy for as long as they need.



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.

| | 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. |
| 1 | Poisoner | The Poisoner chooses a player. ◎ |
| 5 | Innkeeper | The Innkeeper chooses 2 players. ⊚⊚⊚ |
| | 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. |
| * | Po | The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(* |
| | Fang Gu | The Fang Gu chooses a player. If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down. |
| A. | Lord Of Typhon | The Lord of Typhon chooses a player. |
| 4 | Vigormortis | The Vigormortis chooses a player. |
| * | Assassin | The Assassin might choose a player. ❷◎ |
| Q | Gossip | If the Gossip is due to kill a player, they die. ◎ |
| | Plague Doctor | If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet. |
| Å | Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
| 600 | Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ◎ |
| 2 | Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| R | Oracle | Give a finger signal. |
| of | Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ◎ |
| 43 | Spy | Show the Grimoire to the Spy for as long as they need. |
| 3 | Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal. |
| | Mathematician | Give a finger signal. |
| 8 | Dawn | Wait a few seconds, Call for eyes open & immediately say who died. |