



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.



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.



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.



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. ☹



Evil Twin

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



Butler

The Butler chooses a player. ☹



Grandmother

Point to the grandchild player & show their character token.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



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. ☹



Ogre

The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.



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.
	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.
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. ☹
	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. ☹
	Shabaloth	A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹*
	Lord Of Typhon	The Lord of Typhon chooses a player. ☹
	Lleech	The Lleech chooses a player. Mark them with the DEAD token. ☹
	Gossip	If the Gossip is due to kill a player, they die. ☹
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	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.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	Flowergirl	Either nod or shake your head.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ☹
	Butler	The Butler chooses a 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.