Dusk

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



ord 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.

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.



Poisoner

The Poisoner chooses a player.



Cerenovus

The Cerenovus chooses a player & a character.

Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token



Librarian

Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Chef

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



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.



Noble

Point to al three 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.

Output

Description:



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep.

Turn the Cult Leader token upside-down. (This shows their alignment.)



Ogre

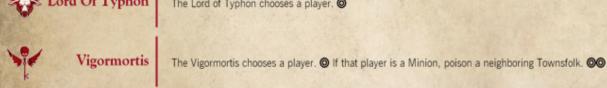
The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.

Dawn

Wait a few seconds. Call for eyes open.



CONTRACTOR OF THE PARTY.		
©	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
1	Poisoner	The Poisoner chooses a player. ⊚
8	Innkeeper	The Innkeeper chooses 2 players.
8	Cerenovus	The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character 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).
Ψ	Imp	The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.
Lord Of Typhon		The Lord of Typhon chooses a player. ⊚



Plague Doctor

Ravenkeeper

Fortune Teller

Bounty Hunter

Dreamer

Cult Leader

Dawn

Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.

Professor The Professor might choose a dead player. @@

> Grandmother If the grandchild was killed by the Demon, the Grandmother dies too. @

> > If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).

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

If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. @

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)

Wait a few seconds. Call for eyes open & immediately say who died.