Place the NIGHT 1 reminder. @ Summoner Show the Summoner 3 not-in-play characters as bluffs. 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. Lord Of Typhon 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. 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: Lil' Monsta Put the minions back to sleep. 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. @ 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. Lord Of Typhon 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. If there are 7 or more players, wake all Minions: Minion Info Show the THIS IS THE DEMON token. Point to the Demon. Place the NIGHT 1 reminder. @ Summoner Show the Summoner 3 not-in-play characters as bluffs. 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. Lunatic 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. If there are 7 or more players, wake the Demon: Demon Info 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. Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Marionette Put the Demon to sleep. 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. **Snake Charmer** Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up. @ Poisoner The Poisoner chooses a player. The Cerenovus chooses a player & a character.

Put the Cerenovus to sleep. Wake the target. Cerenovus Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token. Washerwoman Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players. Point to a player (alive or dead). Balloonist Place the SEEN token next to the shown player. @ Wake any player with a Townsfolk character: Show them the YOU ARE token, & a thumbs down. Put them back to sleep. **Bounty Hunter** 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. @ If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. @ Huntsman If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token. 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.

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		医可是的现在分词形式的现在分词形式的现在分词形式的形式的形式
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
200	Cannibal	The Cannibal has the ability of the most recently executed player.
- SEED	Califficat	They immediately learn any 'you start knowing' information.
		On the third night, wake the Summoner:
	Cummanan	They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
	Summoner	Wake the chosen player. Show the YOU ARE info token, then the Demon token. Show the YOU ARE info token, then give a thumbs down.
BRANCH C		Replace their character token with the Demon token and put the new Demon to sleep.
		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.
(A)	Snake Charmer	Put the old Snake Charmer to sleep. Wake the old Demon.
		Show the YOU ARE and Snake Charmer tokens & give a thumbs up.
•2		
7	Poisoner	The Poisoner chooses a player.
424		
50	Cerenovus	The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target.
6 V	Cerenovus	Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
1985		On the third winds made the Communication
	Harry Harrison	On the third night, wake the Summoner:
	Summoner	They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE info token, then the Demon token.
	Junionel	Show the YOU ARE info token, then give a thumbs down.
		Replace their character token with the Demon token and put the new Demon to sleep.
6		Do whatever needs to be done to simulate the Demon acting.
	Lunatic	Put the Lunatic to sleep. Wake the Demon.
		Show the Lunatic token &point to them, then their target(s).
0.		
C. C.	Zombuul	If no one died today, the Zombuul chooses a player.
1	Zomodu	il no one ded today, the Zonibudi Chooses a player.
		The minimum with a plantar Dut thouse heads to plant and thou
		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.
7	Lil' Monsta	Put the chosen player back to sleep. Place the IS THE DEMON token beside them.
		Place the DEAD token beside any living player.
42	Lord Of Typhon	The Lord of Typhon chooses a player.
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	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
		in the betton times the bage, that the bage and point to 2 players, 1 of which is the betton.
	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token.
	Danoonist	Place the SEEN token next to the shown player.
A CONTRACTOR		
000	Bounts Hunton	If the player with the SEEN token died today or tonight, point to an evil player.
W W	Bounty Hunter	Move the SEEN token to the shown player.
STATE OF THE PARTY	T. SPECIAL SECTION SECTION	
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1	Oracle	Give a finger signal.
500		
	THE REAL PROPERTY.	If the Huntsman points to a player:
	Huntsman	Put them to sleep. Mark them with the NO ABILITY token.
No. of Phone St.		If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token.
第	TO SECURITION OF THE PARTY OF T	Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
1	Chambarra	The Control of the Co
35	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
THE PARTY OF		
	Mathematician	Give a finger signal.
	W. Committee of the Com	
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Wait a few seconds, Call for eyes open & immediately say who died.

Dawn