Summoner

Place the NIGHT 1 reminder. @ Show the Summoner 3 not-in-play characters as bluffs.

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.

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.

Summoner

Place the NIGHT 1 reminder. @ Show the Summoner 3 not-in-play characters as bluffs.

Demon Info

If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions.

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.

Harpy

The Harpy chooses a player @ & then another player. @ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

Pixie

Show the Townsfolk character token marked MAD.

Damsel

Wake each Minion. Show the Damsel token.

Chef

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Knight

Point to the two players marked KNOW. @@



Noble

Point to al three players marked KNOW.

Nightwatchman

If the Nightwatchman points at a player: Put the Nightwatchman to sleep.

Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep.

Mark the Nightwatchman with the NO ABILITY reminder token. @



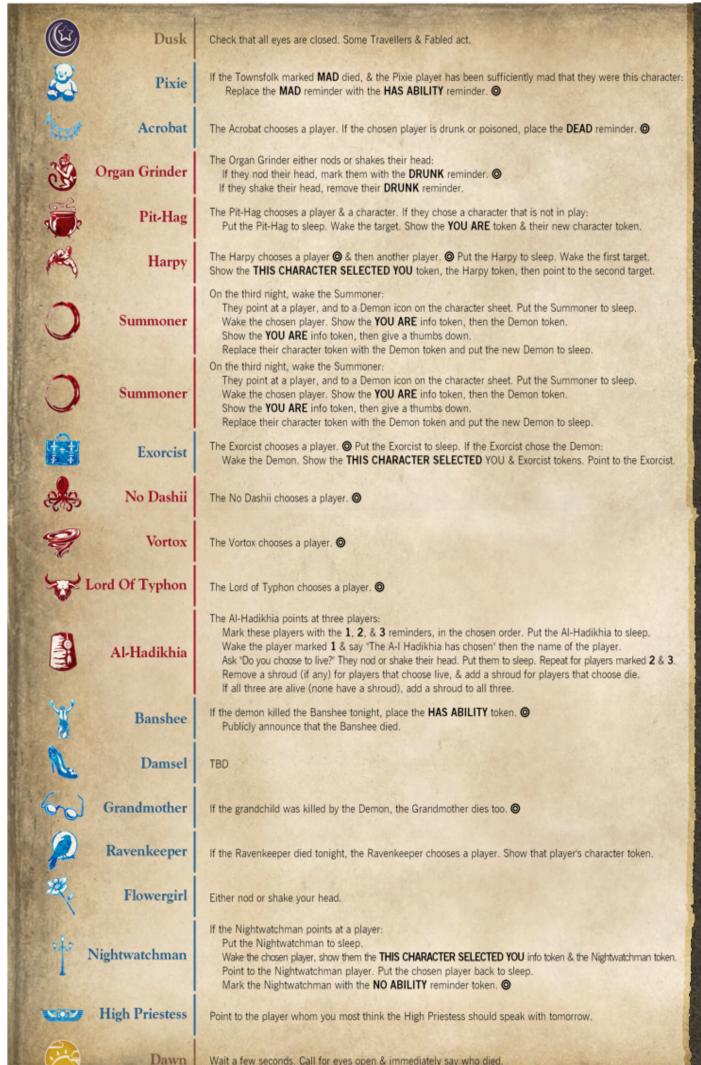
High Priestess

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



Dawn

Wait a few seconds. Call for eyes open.



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

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