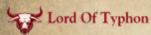
Dusk

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



Yaggababble

Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.

Minion Info

If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.

Then, do the Minion Info and Demon Info steps as normal.

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.

If there are 7 or more players, wake the Lunatic:

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.

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.

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

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:

Replace these players' good character tokens with these Minion tokens and put these players to sleep.

Show each of these players a unique Minion token, and give a thumbs down.

Marionette

Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.

Lil' Monsta

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: 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. @

Poisoner

The Poisoner chooses a player. @

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. @

Cerenovus

The Cerenovus chooses a player & a character. O Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token

Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Huntsman

If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token.

Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.

Balloonist

Point to a player (alive or dead). Place the SEEN token next to the shown player. @

**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. @

Chambermaid The Chambermaid chooses 2 living players. Give a finger signal.

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Mathematician

Give a finger signal.



Dawn Wait a few seconds. Call for eyes open.

	(4) 10 10 10 10 10 10 10 10 10 10 10 10 10	
	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. ⊚
2	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.
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	Summoner	On night two, place the NIGHT 2 reminder.  On night three, place the NIGHT 3 reminder  and wake the 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.  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.
<b>6</b>	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).
A. Carrier	Zombuul	If no one died today, the Zombuul chooses a player. <b>⊚</b>
الم	Lord Of Typhon	The Lord of Typhon chooses a player. ◎
<b>A</b>	Lil' Monsta	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.  Put the chosen player back to sleep. Place the IS THE DEMON token beside them.  Place the DEAD token beside any living player.
*	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player. <b>⑤</b>
İ	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
A	Huntsman	If the Huntsman points to a player:  Put them to sleep. Mark them with the NO ABILITY token.   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.
<b>*</b>	Oracle	Give a finger signal.
9	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token.  Place the SEEN token next to the shown player.
60	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.  Move the <b>SEEN</b> token to the shown player.
3	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 & immediately say who died.