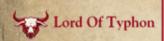


Check that all eyes are closed. Some Travellers & Fabled act.



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.



Philosopher

The Philosopher might choose a character. If necessary, swap their character token.



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.



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.



Marionette

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



Poisoner

The Poisoner chooses a player. @



Witch

The Witch chooses a player.



Librarian

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



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.



Knight

Point to the two players marked KNOW. @@



Dawn

Wait a few seconds. Call for eyes open.

