

**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.

**Kazali**

The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the **You Are** info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.

**Wraith**

Wake the Wraith whenever other evil players wake.

**Magician**

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**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. 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.

**Engineer**

If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep. Mark the Engineer with the **NO ABILITY** reminder token. ☉

**Wizard**

Run the Wizard's ability, if applicable.

**General**

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.

**Dawn**

Wait a few seconds. Call for eyes open.



Dusk

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



Wraith

Wake the Wraith whenever other evil players wake.



Engineer

If the Engineer points to a Demon or Minions on their character sheet:

Swap all appropriate character tokens with new character tokens.

Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.Mark the Engineer with the **NO ABILITY** reminder token. ☹

Wizard

Run the Wizard's ability, if applicable.



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.



Princess

If it is the Princess' first day, and they nominated and executed a player:

If the Demon would wake to choose a player, wake them as normal. The Demon does not kill.



Vortex

The Vortex chooses a player. ☹



Lord Of Typhon

The Lord of Typhon chooses a player. ☹



Ojo

The Ojo points to a role. If a player has that role, they die. ☹

If the role is out of play, the Storyteller chooses any number of players that die. ☹



Kazali

The Kazali chooses a player. ☹



Hatter

If the Hatter died, wake the Minions and Demon:

Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.

Each player may point to another character of the same type as their current character.

If a second player would end up with the same character as another player:

Shake your head no and gesture for them to choose again.

Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.

Change each player to the character they chose.



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Professor

The Professor might choose a dead player. ☹☹



Farmer

If the Farmer died tonight:

Wake an alive good player.

Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.

Replace their previous character token with a Farmer character token.



Tinker

The Tinker might die. ☹



Flowergirl

Either nod or shake your head.



General

If you believe that the good team is winning, give a thumbs up.

If you believe that the evil team is winning, give a thumbs down.

If you don't know which team is winning, give a thumbs to the side.



Dawn

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