

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Lord Of Typhon</b>	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.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Lunatic</b>	If there are 7 or more players, wake the Lunatic: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the <b>YOU ARE</b> info token and the Demon token. Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Leech</b>	The LLeech picks a player. Mark them with the <b>POISONED</b> token. ⚡
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ⚡
	<b>Fearmonger</b>	The Fearmonger picks a player: Mark the chosen player with the <b>FEAR</b> reminder. ⚡ Declare that "The Fearmonger has chosen a player."
	<b>Washerwoman</b>	Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.
	<b>Librarian</b>	Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.
	<b>Empath</b>	Give a finger signal.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Clockmaker</b>	Give a finger signal.
	<b>Bounty Hunter</b>	Wake any player with a Townsfolk character: Show them the <b>YOU ARE</b> 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 <b>SEEN</b> token beside the shown player. ⚡
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. <b>◎◎◎</b>
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. <b>◎</b>
	<b>Fearmonger</b>	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder: Mark the chosen player with the <b>FEAR</b> reminder. <b>◎</b> Declare that "The Fearmonger has chosen a player."
	<b>Scarlet Woman</b>	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
	<b>Lunatic</b>	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).
	<b>Exorcist</b>	The Exorcist chooses a player. <b>◎</b> Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Lord Of Typhon</b>	The Lord of Typhon chooses a player. <b>◎</b>
	<b>Vigormortis</b>	The Vigormortis chooses a player. <b>◎</b> If that player is a Minion, poison a neighboring Townsfolk. <b>◎◎</b>
	<b>Ojo</b>	The Ojo points to a role. If a player has that role, they die. <b>◎</b> If the role is out of play, the Storyteller chooses any number of players that die. <b>◎</b>
	<b>LLeech</b>	The LLeech chooses a player. Mark them with the <b>DEAD</b> token. <b>◎</b>
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Farmer</b>	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	<b>Empath</b>	Give a finger signal.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<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. <b>◎</b>
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.