



**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.



**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.



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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.



**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.



**Poisoner**

The Poisoner chooses a player. ☹



**Spy**

Show the Grimoire to the Spy for as long as they need.



**Washerwoman**

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



**Librarian**

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



**Investigator**

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



**Chef**

Give a finger signal.



**Empath**

Give a finger signal.



**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



**Butler**

The Butler chooses a player. ☹



**Dawn**

Wait a few seconds. Call for eyes open.





## Dusk

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



## Poisoner

The Poisoner chooses a player. ☹



## Monk

The Monk chooses a player. ☹



## Spy

Show the Grimoire to the Spy for as long as they need.



## Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.



## Yaggababble

For each time the Yaggababble publicly said their phrase:  
You may place a **DEAD** token next to a living player. ☹



## Kazali

The Kazali chooses a player. ☹



## Fang Gu

The Fang Gu chooses a player. ☹ If they chose an Outsider (once only):  
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☹



## Vigormortis

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹



## Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



## Empath

Give a finger signal.



## Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



## Undertaker

If a player was executed today, show their character token.



## Butler

The Butler chooses a player. ☹



## Dawn

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