Kazali

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.

The Kazali points at a player and a Minion on the character sheet.

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.

Dusk

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

ord 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.

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

Minion Info

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.

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.

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. @

Witch

Kazali

Demon Info

Snake Charmer

The Witch chooses a player. @

Cerenovus

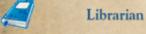
The Cerenovus chooses a player & a character. OPut the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token

Lleech

The Lleech picks a player. Mark them with the POISONED token.



Point to al three players marked KNOW.



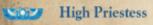
Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.



Show the Townsfolk character token marked MAD.



Point to the player whom you most think the High Priestess should speak with tomorrow.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

明神



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. @



Chambermaid

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



Dawn Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
Z	Monk	The Monk chooses a player. ⊚
1	Witch	The Witch chooses a player. ◎
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
05	Kazali	The Kazali chooses a player.
L	Lleech	The Lleech chooses a player. Mark them with the DEAD token.
**	Vigormortis	The Vigormortis chooses a player. ② If that player is a Minion, poison a neighboring Townsfolk. ③◎
س	Lord Of Typhon	The Lord of Typhon chooses a player. ⊚
\$	Pixie	If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this character: Replace the MAD reminder with the HAS ABILITY reminder.
Y	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
حقع	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
2	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.

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

Dawn