



## Dusk

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



## 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.



## Boffin

Wake the Boffin and the Demon.  
Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.  
Place this second character token by the Demon character token.



## 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.



## Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹



## Godfather

Show the character tokens of all in-play Outsiders.



## Pukka

The Pukka chooses a player. ☹



## 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.



## Fortune Teller

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



## Spy

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



## Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



## Dawn

Wait a few seconds. Call for eyes open.



## Vizier

Declare that the Vizier is in play, and which player it is.





Dusk

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



Monk

The Monk chooses a player. ☉



Pukka

The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉



Lil' Monsta

The minions pick a player. Put them back to sleep, and then:  
 Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
 Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉  
 Place the **DEAD** token beside any living player. ☉



Kazali

The Kazali chooses a player. ☉



Godfather

If an Outsider died today, the Godfather chooses a player. ☉



Ravenkeeper

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



Fortune Teller

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

Spy

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



Dawn

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