

**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.

**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. ☹

**Minion Info**

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

**Alchemist**

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.
 Mark the Alchemist with the **IS THE ALCHEMIST** token. ☹ Swap the Alchemist token with this Minion token.
 Turn the Minion token upside-down. (This shows they are still good.).

**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.

**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.

**Widow**

Show the Grimoire for as long as the Widow needs.
 The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.
 Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☹

**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.

**Washerwoman**

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

**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.

**Fortune Teller**

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

**Bounty Hunter**

Wake any player with a Townsfolk character:
 Show them the **YOU ARE** 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 **SEEN** token beside the shown player. ☹

**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 & Fabled act.

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Gambler**

The Gambler chooses a player & a character. ☺

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☺

**Kazali**

The Kazali chooses a player. ☺

**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. ☺

**Po**

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☺ or ☺☺(*).

**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.

**Fortune Teller**

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

**Bounty Hunter**

If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ☺

**Dawn**

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