Kazali

Lord Of Typhon



Dusk



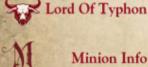
Philosopher



Boffin



Lil' Monsta



Minion Info



Kazali



Lunatic



Demon Info



**Evil Twin** 

Sailor



Organ Grinder



Investigator



Shugenja Empath



Dreamer



Cult Leader

Huntsman



Butler Damsel

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.

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.

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

The Philosopher might choose a character. If necessary, swap their character token.

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.

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. @

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.

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 Lunatic:

Show the THESE ARE YOUR MINIONS token. Point to any players.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens.

Put the Lunatic to sleep. Wake the Demon.

Show the YOU ARE info token and the Demon token.

Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.

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 Sailor chooses a living player. @

Wake both twins. Allow eve contact.

Show the good twin's character token to the Evil Twin &vice versa.

The Organ Grinder either nods or shakes their head:

If they nod their head, mark them with the DRUNK reminder. @

If they shake their head, remove their DRUNK reminder.

Show the Minion character token. Point to both the MINION 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.

Give a finger signal.

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

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:

Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep.

Turn the Cult Leader token upside-down. (This shows their alignment.)

If the Huntsman points to a player:

Put them to sleep. Mark them with the NO ABILITY token. @

If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

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The Butler chooses a player. @

Wake each Minion. Show the Damsel token.

Wait a few seconds. Call for eyes open.

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

Dawn