

	<b>Kazali</b>	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	<b>Dusk</b>	<p>Check that all eyes are closed. Some Travellers &amp; Fabled act.</p>
	<b>Lil' Monsta</b>	<p>Instead of the normal Minion Info and Demon Info steps, do the following:</p> <p>Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:</p> <p>Put the minions back to sleep. Wake the chosen player. Point to the player, &amp; show them the <b>IS THE DEMON</b> token.</p> <p>Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☹</p>
	<b>Minion Info</b>	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.</p>
	<b>Kazali</b>	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	<b>Demon Info</b>	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.</p> <p>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</p>
	<b>Poisoner</b>	<p>The Poisoner chooses a player. ☹</p>
	<b>Evil Twin</b>	<p>Wake both twins. Allow eye contact.</p> <p>Show the good twin's character token to the Evil Twin &amp; vice versa.</p>
	<b>Godfather</b>	<p>Show the character tokens of all in-play Outsiders.</p>
	<b>Boffin</b>	<p>Wake the Boffin and the Demon.</p> <p>Show the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Boffin token, then the good character token.</p> <p>Place this second character token by the Demon character token.</p>
	<b>Leviathan</b>	<p>Mark the Leviathan with the <b>DAY 1</b> reminder. ☹</p>
	<b>Steward</b>	<p>Point to the player marked <b>KNOW</b>. ☹</p>
	<b>Knight</b>	<p>Point to the two players marked <b>KNOW</b>. ☹☹</p>
	<b>Clockmaker</b>	<p>Give a finger signal.</p>
	<b>Empath</b>	<p>Give a finger signal.</p>
	<b>Village Idiot</b>	<p>Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.</p> <p>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.</p>
	<b>Fortune Teller</b>	<p>The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b>).</p>
	<b>Bounty Hunter</b>	<p>Wake any player with a Townsfolk character:</p> <p>Show them the <b>YOU ARE</b> token, &amp; a thumbs down. Put them back to sleep.</p> <p>Turn their token upside-down. (This shows they are evil.)</p> <p>Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player. ☹</p>
	<b>Chambermaid</b>	<p>The Chambermaid chooses 2 living players. Give a finger signal.</p>
	<b>Dawn</b>	<p>Wait a few seconds. Call for eyes open.</p>





## 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.



## Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



## Poisoner

The Poisoner chooses a 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. ☹



## Al-Hadikhia

The Al-Hadikhia points at three players:  
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.  
Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.  
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.  
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  
If all three are alive (none have a shroud), add a shroud to all three.



## Leviathan

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☹



## Godfather

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



## Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



## Empath

Give a finger signal.



## 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. ☹



## Chambermaid

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



## Dawn

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