

**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.

**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.

**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.

**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.).

**Magician**

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:

Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.

Put the Minions to sleep. Wake the Demon.

Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.**Poppy Grower**

Wake the Demon.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.**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.

**Minion Info**

If there are 7 or more players, wake all Minions:

Show the **THIS IS THE DEMON** token. Point to the Demon.**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.**Preacher**

The Preacher chooses a player. If they choose a Minion:

Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.**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. Ⓢ**Lycanthrope**Place the **FAUX PAW** reminder Ⓢ next to a good player.**Evil Twin**

Wake both twins. Allow eye contact.

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

**Mezephales**

Show a single word on a piece of paper, phone, or other device.

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

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

**Cult Leader**

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.)

**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. Ⓢ**Chambermaid**

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

**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.



Dusk

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



Poppy Grower

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.



Preacher

The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



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. ☺



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Mezepheles

If a player is marked with the **TURNS EVIL** reminder:
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
Turn their character token upside down. (This shows they are now evil.)
Mark the Mezepheles with the **NO ABILITY** reminder. ☹



Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.



Kazali

The Kazali chooses a player. ☹



Zombuul

If no one died today, the Zombuul chooses a player. ☹



Fang Gu

The Fang Gu chooses a player. ☹ If they chose an Outsider (once only):
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☹



Lord Of Typhon

The Lord of Typhon chooses a player. ☹



Ravenkeeper

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



Dreamer

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



Cult Leader

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.)



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.