



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.



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.



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.



Poisoner

The Poisoner chooses a player. ☹️



Cerenovus

The Cerenovus chooses a player & a character. ☹️ Put the Cerenovus to sleep. Wake the target.  
 Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



Fearmonger

The Fearmonger picks a player:  
 Mark the chosen player with the **FEAR** reminder. ☹️ Declare that "The Fearmonger has chosen a player."



Damsel

Wake each Minion. Show the Damsel token.



Empath

Give a finger signal.



Steward

Point to the player marked **KNOW**. ☹️



Balloonist

Point to a player (alive or dead).  
 Place the SEEN token next to the shown player. ☹️



Nightwatchman

If the Nightwatchman points at a player:  
 Put the Nightwatchman to sleep.  
 Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
 Point to the Nightwatchman player. Put the chosen player back to sleep.  
 Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹️



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.



Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☹️