



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.



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.



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. ☹



Pixie

Show the Townsfolk character token marked **MAD**.



Washerwoman

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



Librarian

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



Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



Chef

Give a finger signal.



Empath

Give a finger signal.



Fortune Teller

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



Butler

The Butler chooses a player. ☹



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Pixie**If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹**Monk**

The Monk chooses a player. ☹

**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**Legion**

You may decide a player that dies. (Once per living Legion) ☹

**Zombuul**

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

**Po**

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

**Kazali**

The Kazali chooses a player. ☹

**Ravenkeeper**

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

**Empath**

Give a finger signal.

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

If a player was executed today, show their character token.

**Butler**

The Butler chooses a player. ☹

**Spy**

Show the Grimoire to the Spy for as long as they need.

**Dawn**

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