

	Kazali	<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 You Are 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>
	Dusk	<p>Check that all eyes are closed. Some Travellers & Fabled act.</p>
	Minion Info	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the THIS IS THE DEMON token. Point to the Demon.</p>
	Kazali	<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 You Are 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>
	Lunatic	<p>If there are 7 or more players, wake the Lunatic:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to any players.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens.</p> <p>Put the Lunatic to sleep. Wake the Demon.</p> <p>Show the YOU ARE info token and the Demon token.</p> <p>Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.</p>
	Demon Info	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p>
	Widow	<p>Show the Grimoire for as long as the Widow needs.</p> <p>The Widow picks a player. Mark that player with a POISONED reminder. ☹ Put the Widow to sleep.</p> <p>Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder. ☹</p>
	Godfather	<p>Show the character tokens of all in-play Outsiders.</p>
	Spy	<p>Show the Grimoire to the Spy for as long as they need.</p>
	Pukka	<p>The Pukka chooses a player. ☹</p>
	Leviathan	<p>Mark the Leviathan with the DAY 1 reminder. ☹</p>
	Washerwoman	<p>Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.</p>
	Librarian	<p>Show the Outsider character token. Point to both the OUTSIDER and WRONG players.</p>
	Chef	<p>Give a finger signal.</p>
	Empath	<p>Give a finger signal.</p>
	Fortune Teller	<p>The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).</p>
	Bounty Hunter	<p>Wake any player with a Townsfolk character:</p> <p>Show them the YOU ARE token, & 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 SEEN token beside the shown player. ☹</p>
	Butler	<p>The Butler chooses a player. ☹</p>
	Dawn	<p>Wait a few seconds. Call for eyes open.</p>

**Dusk**

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

**Monk**

The Monk chooses a player. ☹

**Spy**

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

**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**Lunatic**Do whatever needs to be done to simulate the Demon acting.
Put the Lunatic to sleep. Wake the Demon.
Show the Lunatic token & point to them, then their target(s).**Kazali**

The Kazali chooses a player. ☹

**Pukka**

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹

**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. ☹**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. ☹

**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**).**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. ☹**Undertaker**

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

**Butler**

The Butler chooses a player. ☹

**Dawn**

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