



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.



Yaggababble

Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.



Minion Info

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.



Lunatic

If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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.



Witch

The Witch chooses a player. ☹



Investigator

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



Empath

Give a finger signal.



Fortune Teller

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



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Knight

Point to the two players marked **KNOW**. ☹☹



Ogre

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

Declare that the Vizier is in play, and which player it is.



Dusk

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Monk

The Monk chooses a player. ☉



Witch

The Witch chooses a player. ☉



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).



Legion

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



Imp

The Imp chooses a player. ☉ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.



Yaggababble

For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ☉



Kazali

The Kazali chooses a player. ☉



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



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.



Town Crier

Either nod or shake your head.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☉



Mathematician

Give a finger signal.



Dawn

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