



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.



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.



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



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. ☹



Godfather

Show the character tokens of all in-play Outsiders.



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Investigator

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



Chef

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. ☹



Steward

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



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.)



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.



Monk

The Monk chooses a player. ☺



Devil's Advocate

The Devil's Advocate chooses a living player. ☺



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.



Legion

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



No Dashii

The No Dashii chooses a player. ☺



Vigormortis

The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺



Kazali

The Kazali chooses a player. ☺



Godfather

If an Outsider died today, the Godfather chooses a player. ☺



Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺



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.



Seamstress

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



King

If the number of dead players is equal to or exceeds the number of alive players:
Wake the King. Show one alive character token. Put the King to sleep.



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.)



Dawn

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