



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.



Summoner

Place the **NIGHT 1** reminder. ☹
 Show the Summoner 3 not-in-play characters as bluffs.



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.



Engineer

If the Engineer points to a Demon or Minions on their character sheet:
 Swap all appropriate character tokens with new character tokens.
 Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.
 Mark the Engineer with the **NO ABILITY** reminder token. ☹



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:
 Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
 Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
 Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹



Xaan

Add the **NIGHT** reminder token that matches the current night. ☹
 On the night that equals the number of Outsiders in play when the game began:
 Add the **X** reminder to the Grimoire. ☹ Remove it the following dusk.



Mezephales

Show a single word on a piece of paper, phone, or other device.



Pixie

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



Investigator

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



Chef

Give a finger signal.



Knight

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



Noble

Point to all three players marked **KNOW**.



Shugenja

Point your finger horizontally in the direction of the closest evil player.
 If the two closest evil players are equidistant, point your finger horizontally in either direction.



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.