



## 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.



## Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:

Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.

Put the Minions to sleep. Wake the Demon.

Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



## 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.



## Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ⚡



## 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.



## Devil's Advocate

The Devil's Advocate chooses a living player. ⚡



## Cerenovus

The Cerenovus chooses a player & a character. ⚡ Put the Cerenovus to sleep. Wake the target.

Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



## Chef

Give a finger signal.



## Butler

The Butler chooses a player. ⚡



## Noble

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



## Dawn

Wait a few seconds. Call for eyes open.