



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



Pixie

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



Chef

Give a finger signal.



Butler

The Butler chooses a player. ☹



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Dawn

Wait a few seconds. Call for eyes open.