

| | | |
|---|-------------------------|---|
|  | 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. |
|  | Boffin | Wake the Boffin and the Demon. Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token. |
|  | 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. |
|  | Sailor | The Sailor chooses a living player. ☺ |
|  | Poisoner | The Poisoner chooses a player. ☺ |
|  | Devil's Advocate | The Devil's Advocate chooses a living player. ☺ |
|  | Harpy | The Harpy chooses a player ☺ & then another player. ☺ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target. |
|  | Pukka | The Pukka chooses a player. ☺ |
|  | Pixie | Show the Townsfolk character token marked MAD . |
|  | Empath | Give a finger signal. |
|  | Grandmother | Point to the grandchild player & show their character token. |
|  | Clockmaker | Give a finger signal. |
|  | Noble | Point to all three players marked KNOW . |
|  | Balloonist | Point to a player (alive or dead). Place the SEEN token next to the shown player. ☺ |
|  | Village Idiot | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted. |
|  | Nightwatchman | If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token. ☺ |
|  | Ogre | The Ogre points to a player: If the player is evil, flip the Ogre's token upside down. |
|  | High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow. |
|  | Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal. |
|  | Dawn | Wait a few seconds. Call for eyes open. |

| | | |
|---|-------------------------|---|
|  | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
|  | Cannibal | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information. |
|  | Pixie | If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this character: Replace the MAD reminder with the HAS ABILITY reminder. ☹ |
|  | Sailor | The Sailor chooses a living player. ☹ |
|  | Poisoner | The Poisoner chooses a player. ☹ |
|  | Devil's Advocate | The Devil's Advocate chooses a living player. ☹ |
|  | Harpy | The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target. |
|  | Pukka | The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹ |
|  | Fang Gu | The Fang Gu chooses a player. ☹ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down. ☹ |
|  | Vortex | The Vortex chooses a player. ☹ |
|  | Kazali | The Kazali chooses a player. ☹ |
|  | Farmer | If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token. |
|  | Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ☹ |
|  | Empath | Give a finger signal. |
|  | Balloonist | Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☹ |
|  | Village Idiot | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted. |
|  | Nightwatchman | If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token. ☹ |
|  | High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow. |
|  | Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal. |
|  | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |