



## Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



## Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



## Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



## 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.



## Lleech

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



## Wizard

Run the Wizard's ability, if applicable.



## Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺



## 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



## Investigator

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



## Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



## Clockmaker

Give a finger signal.



## General

If you believe that the good team is winning, give a thumbs up.  
If you believe that the evil team is winning, give a thumbs down.  
If you don't know which team is winning, give a thumbs to the side.



## Dawn

Wait a few seconds. Call for eyes open.

|  |                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|--|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|  | <b>Amnesiac</b>       | This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information                                                                                                                                                                                                                                                                                                                                                   |
|  | <b>Cannibal</b>       | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.                                                                                                                                                                                                                                                                                                                                                                     |
|  | <b>Wizard</b>         | Run the Wizard's ability, if applicable.                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|  | <b>Acrobat</b>        | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☹                                                                                                                                                                                                                                                                                                                                                                                         |
|  | <b>Snake Charmer</b>  | The Snake Charmer chooses a player. If they chose the Demon:<br>Show the <b>YOU ARE</b> & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.<br>Put the old Snake Charmer to sleep. Wake the old Demon.<br>Show the <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☹                                                                                                                                                                                            |
|  | <b>Cerenovus</b>      | The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token                                                                                                                                                                                                                                                                                              |
|  | <b>Pit-Hag</b>        | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:<br>Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.                                                                                                                                                                                                                                                                                                |
|  | <b>Legion</b>         | You may decide a player that dies. (Once per living Legion) ☹                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|  | <b>Shabaloth</b>      | A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹                                                                                                                                                                                                                                                                                                                                                                                                             |
|  | <b>Lord Of Typhon</b> | The Lord of Typhon chooses a player. ☹                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|  | <b>Lleech</b>         | The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☹                                                                                                                                                                                                                                                                                                                                                                                                                               |
|  | <b>Gossip</b>         | If the Gossip is due to kill a player, they die. ☹                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|  | <b>Hatter</b>         | If the Hatter died, wake the Minions and Demon:<br>Show them the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Hatter token.<br>Each player may point to another character of the same type as their current character.<br>If a second player would end up with the same character as another player:<br>Shake your head no and gesture for them to choose again.<br>Put them to sleep. Remove the <b>TEA PARTY TONIGHT</b> reminder.<br>Change each player to the character they chose. |
|  | <b>Sweetheart</b>     | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹                                                                                                                                                                                                                                                                                                                                                                                              |
|  | <b>Sage</b>           | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.                                                                                                                                                                                                                                                                                                                                                                                                       |
|  | <b>Banshee</b>        | If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ☹<br>Publicly announce that the Banshee died.                                                                                                                                                                                                                                                                                                                                                                         |
|  | <b>Fortune Teller</b> | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).                                                                                                                                                                                                                                                                                                                                                                                                     |
|  | <b>Flowergirl</b>     | Either nod or shake your head.                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|  | <b>General</b>        | If you believe that the good team is winning, give a thumbs up.<br>If you believe that the evil team is winning, give a thumbs down.<br>If you don't know which team is winning, give a thumbs to the side.                                                                                                                                                                                                                                                                                        |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open & immediately say who died.                                                                                                                                                                                                                                                                                                                                                                                                                                 |