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

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.

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.

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.

Widow — Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎

Fearmonger — The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."

Huntsman — If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk 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.

Seamstress — The Seamstress might choose 2 players. Nod or shake your head. ◎

Balloonist — Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

Bounty Hunter — Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ◎

Dawn — Wait a few seconds. Call for eyes open.

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

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.

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

Acrobat — The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

Fearmonger — The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."

Zombuul — If no one died today, the Zombuul chooses a player. ◎

Vortox — The Vortox chooses a player. ◎

Lil' Monsta — The minions pick a player. Put them back to sleep, and then:
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. ◎
Place the **DEAD** token beside any living player. ◎

Kazali — The Kazali chooses a player. ◎

Sweetheart — If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎

Plague Doctor — If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

Huntsman — If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Moonchild — If the Moonchild is due to kill a good player, they die. ◎

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

Undertaker — If a player was executed today, show their character token.

Seamstress — The Seamstress might choose 2 players. Nod or shake your head. ◎

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. ◎

Bounty Hunter — If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ◎

Dawn — Wait a few seconds. Call for eyes open & immediately say who died.