



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.



Philosopher

The Philosopher might choose a character. If necessary, swap their 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.



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.



Wizard

Run the Wizard's ability, if applicable.



Godfather

Show the character tokens of all in-play Outsiders.



Witch

The Witch chooses a 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



Damsel

Wake each Minion. Show the Damsel token.



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** 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. ☹



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.



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Dawn

Wait a few seconds. Call for eyes open.

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|--|----------------|---|
| | 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 |
| | Philosopher | The Philosopher might choose a character. If necessary, swap their character token. ☺ |
| | Wizard | Run the Wizard's ability, if applicable. |
| | Monk | The Monk chooses a player. ☺ |
| | Witch | The Witch chooses a 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 |
| | 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. ☺ |
| | No Dashii | The No Dashii chooses a player. ☺ |
| | Kazali | The Kazali chooses a player. ☺ |
| | Godfather | If an Outsider died today, the Godfather chooses a player. ☺ |
| | Gossip | If the Gossip is due to kill a player, they die. ☺ |
| | 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. |
| | Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
| | Damsel | TBD |
| | 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. ☺ |
| | 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. |
| | High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |