



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.



Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.  
Mark the Alchemist with the **IS THE ALCHEMIST** token. Ⓢ Swap the Alchemist token with this Minion token.  
Turn the Minion token upside-down. (This shows they are still good.).



Yaggababble

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.



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.



Sailor

The Sailor chooses a living player. Ⓢ



Poisoner

The Poisoner chooses a player. Ⓢ



Evil Twin

Wake both twins. Allow eye contact.  
Show the good twin's character token to the Evil Twin & vice versa.



Damsel

Wake each Minion. Show the Damsel token.



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Seamstress

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



Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.





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## Sailor

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## Poisoner

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## Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



## Lycanthrope

The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.



## Imp

The Imp chooses a player. ☺ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.



## No Dashii

The No Dashii chooses a player. ☺



## Yaggababble

For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ☹



## Kazali

The Kazali chooses a player. ☺



## Gossip

If the Gossip is due to kill a player, they die. ☹



## Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



## Damsel

TBD



## Undertaker

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



## Seamstress

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



## King

If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.



## Mathematician

Give a finger signal.



## Dawn

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