



Dusk

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



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. ☹

Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Witch

The Witch chooses a player. ☹



Exorcist

The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.

Lycanthrope

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

Pukka

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹



Shabaloth

A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹



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.

Damsel

TBD



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.

Flowergirl

Either 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.

Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)

Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

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