



## 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.



## Snitch

Repeat the following process for each Minion: Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



## 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.



## Courtier

The Courtier might choose a character. ☹☹



## 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



## Fearmonger

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



## Mezephales

Show a single word on a piece of paper, phone, or other device.



## Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



## Butler

The Butler chooses a player. ☹



## 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.



## 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



## Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



## Courtier

The Courtier might choose a character. ☉☉



## Acrobat

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



## 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



## 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."



## Mezepheles

If a player is marked with the **TURNS EVIL** reminder:  
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.  
Turn their character token upside down. (This shows they are now evil.)  
Mark the Mezepheles with the **NO ABILITY** reminder. ☉



## Legion

You may decide a player that dies. (Once per living Legion) ☉



## Shabaloth

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



## Vortex

The Vortex chooses a player. ☉



## Lord Of Typhon

The Lord of Typhon chooses a player. ☉



## 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.



## Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉  
Publicly announce that the Banshee died.



## Town Crier

Either nod or shake your head.



## Juggler

Give a finger signal.



## 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.



## 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.



## Butler

The Butler chooses a player. ☉



## Dawn

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