

**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

**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.

**Lleech**

The Lleech picks a player. Mark them with the **POISONED** token. ☹

**Pukka**

The Pukka chooses a player. ☹

**Grandmother**

Point to the grandchild player & show their character token.

**Noble**

Point to all three players marked **KNOW**.

**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.

**Vizier**

Declare that the Vizier is in play, and which player it is.

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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 |
| | Cannibal | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information. |
| | Acrobat | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. ☹ |
| | Scarlet Woman | If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token. |
| | 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. |
| | Legion | You may decide a player that dies. (Once per living Legion) ☹ |
| | 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. |
| | Pukka | The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹ |
| | Lleech | The Lleech chooses a player. Mark them with the DEAD token. ☹ |
| | Gossip | If the Gossip is due to kill a player, they die. ☹ |
| | Hatter | If the Hatter died, wake the Minions and Demon: Show them the THIS CHARACTER SELECTED YOU info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the TEA PARTY TONIGHT reminder. Change each player to the character they chose. |
| | Banshee | If the demon killed the Banshee tonight, place the HAS ABILITY token. ☹ Publicly announce that the Banshee died. |
| | Moonchild | If the Moonchild is due to kill a good player, they die. ☹ |
| | Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ☹ |
| | Undertaker | If a player was executed today, show their character token. |
| | 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. |