



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.



Poisoner

The Poisoner chooses a player. ☹



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



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. ☹



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Damsel

TBD



Butler

The Butler chooses a player. ☹



Chambermaid

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



Dawn

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