



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



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.



Summoner

Place the **NIGHT 1** reminder. ☺
Show the Summoner 3 not-in-play characters as bluffs.



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.



Devil's Advocate

The Devil's Advocate chooses a living player. ☺



Mezephales

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



Pukka

The Pukka chooses a player. ☺



Damsel

Wake each Minion. Show the Damsel 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.



Nightwatchman

If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☺



General

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.



Dawn

Wait a few seconds. Call for eyes open.



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Cannibal

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



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Gambler

The Gambler chooses a player & a character. ☉



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Mezpheles

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 Mezpheles with the **NO ABILITY** reminder. ☉



Summoner

On night two, place the **NIGHT 2** reminder. ☉
 On night three, place the **NIGHT 3** reminder ☉ and wake the Summoner:
 They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
 Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
 Show the **YOU ARE** info token, then give a thumbs down.
 Replace their character token with the Demon token and put the new Demon to sleep.



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.

Pukka

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



Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉☉*



Ojo

The Ojo points to a role. If a player has that role, they die. ☉
 If the role is out of play, the Storyteller chooses any number of players that die. ☉



Yaggababble

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



Damsel

TBD



Town Crier

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.



Nightwatchman

If the Nightwatchman points at a player:
 Put the Nightwatchman to sleep.
 Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
 Point to the Nightwatchman player. Put the chosen player back to sleep.
 Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉



General

If you believe that the good team is winning, give a thumbs up.
 If you believe that the evil team is winning, give a thumbs down.
 If you don't know which team is winning, give a thumbs to the side.



Dawn

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