



Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon character token.



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered:
Poisoners, Protectors, Killers, Information



Dusk

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



Poppy Grower

Wake the Demon.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info.



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.



Courtier

The Courtier might choose a character. ☹☹



Xaan

Add the **NIGHT** reminder token that matches the current night. ☹

On the night that equals the number of Outsiders in play when the game began:

Add the **X** reminder to the Grimoire. ☹ Remove it the following dusk.



Evil Twin

Wake both twins. Allow eye contact.

Show the good twin's character token to the Evil Twin & vice versa.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Chambermaid

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



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.

**Poppy Grower**

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

**Innkeeper**

The Innkeeper chooses 2 players. ☺☺☺

**Courtier**

The Courtier might choose a character. ☺☺

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☺
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ☺ Remove it the following dusk.

**Monk**

The Monk chooses a player. ☺

**Gambler**

The Gambler chooses a player & a character. ☺

**Po**

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

**Legion**

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

**Acrobat**

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

**Tinker**

The Tinker might die. ☺

**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.

**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.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Chambermaid**

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

**Dawn**

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