

	Kazali	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	Dusk	<p>Check that all eyes are closed. Some Travellers & Fabled act.</p>
	Minion Info	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the THIS IS THE DEMON token. Point to the Demon.</p>
	Kazali	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	Lunatic	<p>If there are 7 or more players, wake the Lunatic:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to any players.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens.</p> <p>Put the Lunatic to sleep. Wake the Demon.</p> <p>Show the YOU ARE info token and the Demon token.</p> <p>Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.</p>
	Demon Info	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p>
	Marionette	<p>Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token.</p> <p>Put the Demon to sleep.</p>
	Sailor	<p>The Sailor chooses a living player. ☉</p>
	Widow	<p>Show the Grimoire for as long as the Widow needs.</p> <p>The Widow picks a player. Mark that player with a POISONED reminder. ☉ Put the Widow to sleep.</p> <p>Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder. ☉</p>
	Godfather	<p>Show the character tokens of all in-play Outsiders.</p>
	Pukka	<p>The Pukka chooses a player. ☉</p>
	Clockmaker	<p>Give a finger signal.</p>
	Grandmother	<p>Point to the grandchild player & show their character token.</p>
	Balloonist	<p>Point to a player (alive or dead).</p> <p>Place the SEEN token next to the shown player. ☉</p>
	Cult Leader	<p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:</p> <p>Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good).</p> <p>Put the Cult Leader back to sleep.</p> <p>Turn the Cult Leader token upside-down. (This shows their alignment.)</p>
	Bounty Hunter	<p>Wake any player with a Townsfolk character:</p> <p>Show them the YOU ARE token, & a thumbs down. Put them back to sleep.</p> <p>Turn their token upside-down. (This shows they are evil.)</p> <p>Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. ☉</p>
	Nightwatchman	<p>If the Nightwatchman points at a player:</p> <p>Put the Nightwatchman to sleep.</p> <p>Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token.</p> <p>Point to the Nightwatchman player. Put the chosen player back to sleep.</p> <p>Mark the Nightwatchman with the NO ABILITY reminder token. ☉</p>
	Chambermaid	<p>The Chambermaid chooses 2 living players. Give a finger signal.</p>
	Dawn	<p>Wait a few seconds. Call for eyes open.</p>



Dusk

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



Cannibal

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



Sailor

The Sailor chooses a living player. ☺



Innkeeper

The Innkeeper chooses 2 players. ☺☺☺



Lunatic

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



Kazali

The Kazali chooses a player. ☺



Pukka

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



Fang Gu

The Fang Gu chooses a player. ☺ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☺



Legion

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



Godfather

If an Outsider died today, the Godfather chooses a player. ☺



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☺



Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☺



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.)



Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ☺



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. ☺



Chambermaid

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



Dawn

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