

Chambermaid



The Ogre points to a player:

If the player is evil, flip the Ogre's token upside down.

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

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Wait a few seconds. Call for eyes open.



Dusk

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



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 slee;



Preacher

The Preacher chooses a player. If they choose a Minion:

Put a PREACHED reminder token next to that Minion. Wake the chosen Minion.

Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:

Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.

Put the old Snake Charmer to sleep. Wake the old Demon.

Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:

Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.



Mezepheles

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.)

Show the YOU ARE and Snake Charmer tokens & give a thumbs up. @

Mark the Mezepheles with the NO ABILITY reminder. @



Kazali

The Kazali chooses a player. @



Zombuul

If no one died today, the Zombuul chooses a player. @



Fang Gu

The Fang Gu chooses a player. O 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. @



ord Of Typhon

The Lord of Typhon chooses a player. @



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Dreamer

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



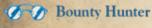
Cult Leader

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.

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Turn the Cult Leader token upside-down. (This shows their alignment.)



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