



## 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. ☹☹



## Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



## Godfather

Show the character tokens of all in-play Outsiders.



## Devil's Advocate

The Devil's Advocate chooses a living player. ☹



## Pukka

The Pukka chooses a player. ☹



## Steward

Point to the player marked **KNOW**. ☹



## Empath

Give a finger signal.



## Dreamer

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



## Dawn

Wait a few seconds. Call for eyes open.



## Vizier

Declare that the Vizier is in play, and which player it is.



**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

**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.

**Courtier**

The Courtier might choose a character. ☺☺

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☺

**Pukka**

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

**Vortex**

The Vortex chooses a player. ☺

**Godfather**

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

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☺

**Banshee**

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☺  
Publicly announce that the Banshee died.

**Empath**

Give a finger signal.

**Dreamer**

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

**Town Crier**

Either nod or shake your head.

**Juggler**

Give a finger signal.

**Dawn**

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