



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



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



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.



Sailor

The Sailor chooses a living player. ☹



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



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. ☹



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Grandmother

Point to the grandchild player & show their character token.



Dreamer

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



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.



Bounty Hunter

Wake any player with a Townsfolk character: Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



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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| | 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. |
| | Sailor | The Sailor chooses a living player. ☺ |
| | Innkeeper | The Innkeeper chooses 2 players. ☺☺☺ |
| | Monk | The Monk chooses a player. ☺ |
| | Devil's Advocate | The Devil's Advocate chooses a living player. ☺ |
| | Legion | You may decide a player that dies. (Once per living Legion) ☺ |
| | Lord Of Typhon | The Lord of Typhon chooses a player. ☺ |
| | Vigormortis | The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺ |
| | Lleech | The Lleech chooses a player. Mark them with the DEAD token. ☺ |
| | Tinker | The Tinker might die. ☺ |
| | Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ☺ |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | 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. |
| | 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. ☺ |
| | 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. |