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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 |
|  | Courtier | The Courtier might choose a character. ☉☉ |
|  | Innkeeper | The Innkeeper chooses 2 players. ☉☉☉ |
|  | Monk | The Monk chooses a player. ☉ |
|  | Devil's Advocate | The Devil's Advocate chooses a living player. ☉ |
|  | Witch | The Witch chooses a player. ☉ |
|  | Zombuul | If no one died today, the Zombuul chooses a player. ☉ |
|  | No Dashii | The No Dashii chooses a player. ☉ |
|  | Vigormortis | The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉ |
|  | Tinker | The Tinker might die. ☉ |
|  | Moonchild | If the Moonchild is due to kill a good player, they die. ☉ |
|  | Undertaker | If a player was executed today, show their character token. |
|  | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
|  | Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ☉ |
|  | 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. ☉ |
|  | Spy | Show the Grimoire to the Spy for as long as they need. |
|  | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |
|  | Leviathan | Mark the Leviathan with either the DAY 2 , DAY 3 , DAY 4 , or DAY 5 reminder. ☉ |