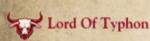




Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



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.



Boffin

Wake the Boffin and the Demon.

Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.



Poppy Grower

Wake the Demon.

Show the TIHESE CHARACTERS ARE NOT IN PLAY trien. Show 3 notingby good drakets blens. Put the Demon to steep, Do not do the Minish Info and De



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.



King

Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player.



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. @



Fearmonger

The Fearmonger picks a player:

Mark the chosen player with the FEAR reminder. O Declare that "The Fearmonger has chosen a player."



Pukka

The Pukka chooses a player. @



Damsel

Wake each Minion. Show the Damsel token.



Grandmother

Point to the grandchild player & show their character token.



**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. @



**High Priestess** 

Point to the player whom you most think the High Priestess should speak with tomorrow.



Chambermaid

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



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered:  Poisoners, Protectors, Killers, Information
# 0	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 sle
had	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder.
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder:  Mark the chosen player with the FEAR reminder.   Declare that "The Fearmonger has chosen a player."
	Zombuul	If no one died today, the Zombuul chooses a player.
V	Pukka	The Pukka chooses a player. ⊚ The previously poisoned player dies then becomes healthy. ⊚
3	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.    ■
4	Lord Of Typhon	The Lord of Typhon chooses a player.
Q,	Gossip	If the Gossip is due to kill a player, they die. ◎
N.	Damsel	TBD
600)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	Undertaker	If a player was executed today, show their character token.
*	Flowergirl	Either nod or shake your head.
2 to	King	If the number of dead players is equal to or exceeds the number of alive players:  Wake the King. Show one alive character token. Put the King to sleep.
00	<b>Bounty Hunter</b>	If the player with the SEEN token died today or tonight, point to an evil player.  Move the SEEN token to the shown player.
SOU	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
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Wait a few seconds. Call for eyes open & immediately say who died.

- CANAL

Dawn