

	<b>Kazali</b>	<p>The Kazali points at a player and a Minion on the character sheet.          Replace their old character token with the Minion token. Wake the player.          Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.          Repeat until the normal number of Minions exist.          Put the Kazali to sleep.</p>
	<b>Dusk</b>	<p>Check that all eyes are closed. Some Travellers &amp; Fabled act.</p>
	<b>Amnesiac</b>	<p>This ability should occur at the appropriate time in the night order. Abilities are usually ordered:          Poisoners, Protectors, Killers, Information</p>
	<b>Philosopher</b>	<p>The Philosopher might choose a character. If necessary, swap their character token. ☹</p>
	<b>Lil' Monsta</b>	<p>Instead of the normal Minion Info and Demon Info steps, do the following:          Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:          Put the minions back to sleep. Wake the chosen player. Point to the player, &amp; show them the <b>IS THE DEMON</b> token.          Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☹</p>
	<b>Minion Info</b>	<p>If there are 7 or more players, wake all Minions:          Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.</p>
	<b>Kazali</b>	<p>The Kazali points at a player and a Minion on the character sheet.          Replace their old character token with the Minion token. Wake the player.          Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.          Repeat until the normal number of Minions exist.          Put the Kazali to sleep.</p>
	<b>Demon Info</b>	<p>If there are 7 or more players, wake the Demon:          Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.          Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</p>
	<b>Evil Twin</b>	<p>Wake both twins. Allow eye contact.          Show the good twin's character token to the Evil Twin &amp; vice versa.</p>
	<b>Godfather</b>	<p>Show the character tokens of all in-play Outsiders.</p>
	<b>Cerenovus</b>	<p>The Cerenovus chooses a player &amp; a character. ☹ Put the Cerenovus to sleep. Wake the target.          Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token</p>
	<b>Mezephales</b>	<p>Show a single word on a piece of paper, phone, or other device.</p>
	<b>Steward</b>	<p>Point to the player marked <b>KNOW</b>. ☹</p>
	<b>Noble</b>	<p>Point to all three players marked <b>KNOW</b>.</p>
	<b>Washerwoman</b>	<p>Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.</p>
	<b>Pixie</b>	<p>Show the Townsfolk character token marked <b>MAD</b>.</p>
	<b>High Priestess</b>	<p>Point to the player whom you most think the High Priestess should speak with tomorrow.</p>
	<b>Bounty Hunter</b>	<p>Wake any player with a Townsfolk character:          Show them the <b>YOU ARE</b> token, &amp; 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 <b>SEEN</b> token beside the shown player. ☹</p>
	<b>Seamstress</b>	<p>The Seamstress might choose 2 players. Nod or shake your head. ☹</p>
	<b>Damsel</b>	<p>Wake each Minion. Show the Damsel token.</p>
	<b>Dawn</b>	<p>Wait a few seconds. Call for eyes open.</p>





## 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



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



## Gambler

The Gambler chooses a player & a character. ☹



## Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-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.)  
Mark the Mezepheles with the **NO ABILITY** reminder. ☹



## Kazali

The Kazali chooses a player. ☹



## Lil' Monsta

The minions pick a player. Put them back to sleep, and then:  
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹  
Place the **DEAD** token beside any living player. ☹



## Ojo

The Ojo points to a role. If a player has that role, they die. ☹  
If the role is out of play, the Storyteller chooses any number of players that die. ☹



## Godfather

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



## Hatter

If the Hatter died, wake the Minions and Demon:  
Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.  
Each player may point to another character of the same type as their current character.  
If a second player would end up with the same character as another player:  
Shake your head no and gesture for them to choose again.  
Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.  
Change each player to the character they chose.



## Moonchild

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



## Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:  
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹



## High Priestess

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



## 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. ☹



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



## Dawn

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