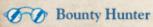




Noble

Point to al three players marked KNOW.



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. @



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
\$	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.   Output
Z	Monk	The Monk chooses a player.
	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.
9	Vortox	The Vortox chooses a player. <b>⊚</b>
W	Lord Of Typhon	The Lord of Typhon chooses a player. <b>⊚</b>
8	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.   ■
2600	Godfather	If an Outsider died today, the Godfather chooses a player. ⊚
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
<b>(4)</b>	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Undertaker	If a player was executed today, show their character token.
<b>E</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
<b>8</b> 80	Flowergirl	Either nod or shake your head.
E.	Juggler	Give a finger signal.
60	Bounty Hunter	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.  Move the <b>SEEN</b> token to the shown player.
43	Spy	Show the Grimoire to the Spy for as long as they need.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.