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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Cannibal | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information. |
| | 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. ☺ |
| | Sailor | The Sailor chooses a living player. ☺ |
| | Xaan | Add the NIGHT reminder token that matches the current night. ☺ On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. ☺ Remove it the following dusk. |
| | Courtier | The Courtier might choose a character. ☺☺ |
| | Innkeeper | The Innkeeper chooses 2 players. ☺☺☺ |
| | Snake Charmer | The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up. ☺ |
| | 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 |
| | Lunatic | Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s). |
| | Exorcist | The Exorcist chooses a player. ☺ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist. |
| | Zombuul | If no one died today, the Zombuul chooses a player. ☺ |
| | Pukka | The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺ |
| | 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. ☺ |
| | Lord Of Typhon | The Lord of Typhon chooses a player. ☺ |
| | Assassin | The Assassin might choose a player. ☺☺ |
| | Empath | Give a finger signal. |
| | Juggler | Give a finger signal. |
| | Balloonist | Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☺ |
| | 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. ☺ |
| | High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |