FIRST NIGHT

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Kazali	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 **You Are** 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.
Wraith	Wake the Wraith whenever other evil players wake.
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.
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. ◎
Pukka	The Pukka chooses a player. ◎
Pixie	Show the Townsfolk character token marked **MAD**.
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
Butler	The Butler chooses a player. ◎
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. ◎
Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
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.
Vizier	Declare that the Vizier is in play, and which player it is.

OTHER NIGHTS

Dusk
Check that all eyes are closed. Some Travellers & Fabled act.

Wraith
Wake the Wraith whenever other evil players wake.

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. ◎

Gambler
The Gambler chooses a player & a character. ◎

Acrobat
The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

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. ◎

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.

Pukka
The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

Al-Hadikhia
The Al-Hadikhia points at three players:
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
Wake the player marked **1** & say "The A-l Hadikhia has chosen" then the name of the player.
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
If all three are alive (none have a shroud), add a shroud to all three.

Kazali
The Kazali 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.

Plague Doctor
If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

Undertaker
If a player was executed today, show their character token.

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. ◎

Cult Leader
The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)

Butler
The Butler chooses a 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.