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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Kazali | <p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p> |
| | Wraith | Wake the Wraith whenever other evil players wake. |
| | Poppy Grower | <p>Wake the Demon.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p> <p>Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.</p> |
| | Minion Info | <p>If there are 7 or more players, wake all Minions:</p> <p>Show the THIS IS THE DEMON token. Point to the Demon.</p> |
| | Snitch | <p>Repeat the following process for each Minion:</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p> |
| | Demon Info | <p>If there are 7 or more players, wake the Demon:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p> |
| | Courtier | The Courtier might choose a character. @@ |
| | Huntsman | <p>If the Huntsman points to a player:</p> <p>Put them to sleep. Mark them with the NO ABILITY token. ◎</p> <p>If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token.</p> <p>Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.</p> |
| | Washerwoman | Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players. |
| | Noble | Point to all three players marked KNOW . |
| | Balloonist | <p>Point to a player (alive or dead).</p> <p>Place the SEEN token next to the shown player. ◎</p> |
| | High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow. |
| | General | <p>If you believe that the good team is winning, give a thumbs up.</p> <p>If you believe that the evil team is winning, give a thumbs down.</p> <p>If you don't know which team is winning, give a thumbs to the side.</p> |
| | Dawn | Wait a few seconds. Call for eyes open. |

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Wraith | Wake the Wraith whenever other evil players wake. |
| | 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 sleep. |
| | Courtier | The Courtier might choose a character. @@ |
| | Gambler | The Gambler chooses a player & a character. ◎ |
| | Kazali | The Kazali chooses a player. ◎ |
| | Barber | If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token. |
| | 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. |
| | Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
| | Huntsman | If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. ◎ If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token. |
| | Tinker | The Tinker might die. ◎ |
| | 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. ◎ |
| | High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow. |
| | General | If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |