



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



Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ☹ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).



Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



Summoner

Place the **NIGHT 1** reminder. ☹  
Show the Summoner 3 not-in-play characters as bluffs.



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.



Sailor

The Sailor chooses a living player. ☹



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Pukka

The Pukka chooses a player. ☹



Damsel

Wake each Minion. Show the Damsel token.



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Empath

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Seamstress

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



Noble

Point to al three players marked **KNOW**.



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. ☹



Dawn

Wait a few seconds. Call for eyes open.



|  |                  |   |
|--|------------------|---|
|  | 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  |
|  | Sailor           | The Sailor chooses a living player. ☉   |
|  | Devil's Advocate | The Devil's Advocate chooses a living player. ☉   |
|  | Pit-Hag          | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:<br>Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.   |
|  | Summoner         | On night two, place the <b>NIGHT 2</b> reminder. ☉<br>On night three, place the <b>NIGHT 3</b> reminder ☉ and wake the Summoner:<br>They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.<br>Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token.<br>Show the <b>YOU ARE</b> info token, then give a thumbs down.<br>Replace their character token with the Demon token and put the new Demon to sleep. |
|  | Lycanthrope      | The Lycanthrope points to a player. If the chosen player is good:<br>Mark them with the <b>DEAD</b> reminder. ☉ Demon doesn't kill tonight.   |
|  | Legion           | You may decide a player that dies. (Once per living Legion) ☉   |
|  | Imp              | The Imp chooses a player. ☉ If the Imp chose themselves:<br>Replace 1 alive Minion token with a spare Imp token.<br>Put the old Imp to sleep. Wake the new Imp.<br>Show the <b>YOU ARE</b> token, then show the Imp token.  |
|  | Pukka            | The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉   |
|  | No Dashii        | The No Dashii chooses a player. ☉   |
|  | Banshee          | If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ☉<br>Publicly announce that the Banshee died.  |
|  | Damsel           | TBD   |
|  | Grandmother      | If the grandchild was killed by the Demon, the Grandmother dies too. ☉  |
|  | Empath           | Give a finger signal.   |
|  | Town Crier       | Either nod or shake your head.  |
|  | Seamstress       | The Seamstress might choose 2 players. Nod or shake your head. ☉  |
|  | Bounty Hunter    | If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.<br>Move the <b>SEEN</b> token to the shown player. ☉   |
|  | Dawn             | Wait a few seconds. Call for eyes open & immediately say who died.  |