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|  | <b>Dusk</b>          | Check that all eyes are closed. Some Travellers & Fabled act.   |
|  | <b>Amnesiac</b>      | This ability should occur at the appropriate time in the night order. Abilities are usually ordered:<br>Poisoners, Protectors, Killers, Information   |
|  | <b>Kazali</b>        | The Kazali points at a player and a Minion on the character sheet.<br>Replace their old character token with the Minion token. Wake the player.<br>Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.<br>Repeat until the normal number of Minions exist.<br>Put the Kazali to sleep. |
|  | <b>Minion Info</b>   | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.   |
|  | <b>Summoner</b>      | Place the <b>NIGHT 1</b> reminder.  |
|  |                      | Show the Summoner 3 not-in-play characters as bluffs.   |
|  | <b>Demon Info</b>    | If there are 7 or more players, wake the Demon:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.   |
|  | <b>Marionette</b>    | Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token.<br>Put the Demon to sleep.   |
|  | <b>Courtier</b>      | The Courtier might choose a character.  |
|  | <b>Organ Grinder</b> | The Organ Grinder either nods or shakes their head:<br>If they nod their head, mark them with the <b>DRUNK</b> reminder.<br>If they shake their head, remove their <b>DRUNK</b> reminder.   |
|  | <b>Washerwoman</b>   | Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.  |
|  | <b>Chambermaid</b>   | The Chambermaid chooses 2 living players. Give a finger signal.   |
|  | <b>Dawn</b>          | Wait a few seconds. Call for eyes open.   |

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|  | <b>Courtier</b>      | The Courtier might choose a character. <b>@@</b>  |
|  | <b>Acrobat</b>       | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. <b>◎</b>   |
|  | <b>Organ Grinder</b> | The Organ Grinder either nods or shakes their head:<br>If they nod their head, mark them with the <b>DRUNK</b> reminder. <b>◎</b><br>If they shake their head, remove their <b>DRUNK</b> reminder.  |
|  | <b>Pit-Hag</b>       | 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.   |
|  | <b>Summoner</b>      | On night two, place the <b>NIGHT 2</b> reminder. <b>◎</b><br>On night three, place the <b>NIGHT 3</b> reminder <b>◎</b> 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. |
|  | <b>Exorcist</b>      | The Exorcist chooses a player. <b>◎</b> Put the Exorcist to sleep. If the Exorcist chose the Demon:<br>Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.  |
|  | <b>Po</b>            | The Po may choose a player OR chooses 3 players if they chose no-one last night. <b>◎</b> or <b>@@</b> (* )   |
|  | <b>Ojo</b>           | The Ojo points to a role. If a player has that role, they die. <b>◎</b><br>If the role is out of play, the Storyteller chooses any number of players that die. <b>◎</b>   |
|  | <b>Kazali</b>        | The Kazali chooses a player. <b>◎</b>   |
|  | <b>Barber</b>        | If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens.<br>If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.   |
|  | <b>Plague Doctor</b> | If the Plague Doctor died, place a Minion character token in the center of the Grimoire.<br>Mark this with the <b>STORYTELLER ABILITY</b> reminder. If applicable, add a token to the night sheet.  |
|  | <b>Choirboy</b>      | If the Demon killed the King, wake the Choirboy. Point to the Demon player.   |
|  | <b>Farmer</b>        | If the Farmer died tonight:<br>Wake an alive good player.<br>Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep.<br>Replace their previous character token with a Farmer character token.   |
|  | <b>Tinker</b>        | The Tinker might die. <b>◎</b>  |
|  | <b>Flowergirl</b>    | Either nod or shake your head.  |
|  | <b>Juggler</b>       | Give a finger signal.   |
|  | <b>Chambermaid</b>   | The Chambermaid chooses 2 living players. Give a finger signal.   |
|  | <b>Dawn</b>          | Wait a few seconds. Call for eyes open & immediately say who died.  |