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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. ☹ |
|  | 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. ☹ |
|  | Monk | The Monk chooses a player. ☹ |
|  | Pit-Hag | The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token. |
|  | Lord Of Typhon | The Lord of Typhon chooses a player. ☹ |
|  | 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-I 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. |
|  | Yaggababble | For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ☹ |
|  | Kazali | The Kazali chooses a player. ☹ |
|  | 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. |
|  | Choirboy | If the Demon killed the King, wake the Choirboy. Point to the Demon player. |
|  | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
|  | Village Idiot | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted. |
|  | 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. ☹ |
|  | Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal. |
|  | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |