



- Dusk** Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
- Minion info** Show Minions each other and the Demon.
- Lunatic** Simulate Demon info to Lunatic; reveal to the Demon the Lunatic & their targets. ●●●
- Demon info** Show the Demon their Minions, then 3 bluffs.
- Sailor** Sailor chooses a player; either that player or the Sailor is drunk.
- Marionette** Reveal to the Demon the Marionette.
- Lleech** Lleech chooses a host; poison them. ●
- Devil's Advocate** Devil's Advocate chooses a player; they are safe from execution tomorrow. ●
- Evil Twin** Wake both twins together; reveal each other's character. ●
- Cerenovus** Cerenovus makes a player mad as a chosen good character. ●
- Pukka** Pukka poisons a player. ●
- Empath** Indicate how many neighbours are evil.
- Fortune Teller** Fortune Teller chooses 2 players. Indicate if either is the Demon.
- Shugenja** Indicate the direction of evil.
- Village Idiot** Each Village Idiot chooses a player; indicate their alignment.
- Goon** Inform the Goon if their alignment has changed.
- Ogre** Ogre chooses a player. If evil, invert the Ogre.
- Chambermaid** Chambermaid chooses 2 players; indicate how many acted tonight.
- Dawn** Wake all players up.

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- Dusk** Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
- Minstrel** If a Minion was executed today, make every player drunk tonight.
- Sailor** Sailor chooses a player; either that player or the Sailor is drunk. ●
- Acrobat** Acrobat chooses a player; dies if target is drunk or poisoned.
- Devil's Advocate** Devil's Advocate chooses a player; they're safe from execution. ●
- Cerenovus** Cerenovus makes a player mad as a chosen good character. ●
- Lunatic** Simulate Demon attack; reveal to the Demon the Lunatic's targets. ●●●
- Exorcist** Exorcist chooses a player; if the Demon, block their attack & reveal to them the Exorcist.
- Pukka** Previously poisoned player dies. Pukka poisons a player. ●
- No Dashii** No Dashii kills a player.
- Ojo** Ojo chooses a character; if not in play, a player dies.
- Lleech** Lleech kills a player. ●
- Empath** Indicate how many neighbours are evil.
- Fortune Teller** Fortune Teller chooses 2 players. Indicate if either is the Demon.
- Village Idiot** Each Village Idiot chooses a player; indicate if their alignment.
- Goon** If the Goon changes alignment, let them know.
- Chambermaid** Chambermaid chooses 2 players; indicate how many acted tonight.
- Dawn** Wake all players up. Announce the night's results.

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