

	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
	Boffin	Wake the Boffin and the Demon. Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.
	Poppy Grower	Wake the Demon. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.
	Magician	If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THIS IS THE DEMON token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon. Show the THESE ARE YOUR MINIONS token. Point to all Minions & the Magician. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
	Snitch	Repeat the following process for each Minion: Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
	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.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☺
	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.
	Dawn	Wait a few seconds. Call for eyes open.
	Vizier	Declare that the Vizier is in play, and which player it is.

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	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	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.
	Princess	If it is the Princess' first day, and they nominated and executed a player: If the Demon would wake to choose a player, wake them as normal. The Demon does not kill.
	Zombuul	If no one died today, the Zombuul chooses a player. ◎
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	Ojo	The Ojo points to a role. If a player has that role, they die. ◎ If the role is out of play, the Storyteller chooses any number of players that die. ◎
	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.
	Professor	The Professor might choose a dead player. ◎◎
	Tinker	The Tinker might die. ◎
	Oracle	Give a finger signal.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	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.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.