FIRST NIGHT

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
Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the **You Are** info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.
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.
Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎
Courtier	The Courtier might choose a character. ◎◎
Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Empath	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Grandmother	Point to the grandchild player & show their character token.
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
Dawn	Wait a few seconds. Call for eyes open.

OTHER NIGHTS

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
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
Courtier	The Courtier might choose a character. ◎◎
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
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: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.
Exorcist	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
Kazali	The Kazali chooses a player. ◎
Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎
Tinker	The Tinker might die. ◎
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Empath	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Undertaker	If a player was executed today, show their character token.
Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ◎
Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.