

	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
	Alchemist	Show the YOU ARE info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the IS THE ALCHEMIST token. Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).
	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
	Summoner	Place the NIGHT 1 reminder. Show the Summoner 3 not-in-play characters as bluffs.
	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.
	Sailor	The Sailor chooses a living player.
	Devil's Advocate	The Devil's Advocate chooses a living player.
	Pukka	The Pukka chooses a player.
	Damsel	Wake each Minion. Show the Damsel token.
	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	Empath	Give a finger signal.
	Grandmother	Point to the grandchild player & show their character token.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
	Noble	Point to all three players marked KNOW .
	Bounty Hunter	Wake any player with a Townsfolk character: Show them the YOU ARE token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player.
	Dawn	Wait a few seconds. Call for eyes open.

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	Sailor	The Sailor chooses a living player.
	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.
	Summoner	On night two, place the NIGHT 2 reminder. On night three, place the NIGHT 3 reminder and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE info token, then the Demon token. Show the YOU ARE info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. Demon doesn't kill tonight.
	Legion	You may decide a player that dies. (Once per living Legion)
	Imp	The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.
	Pukka	The Pukka chooses a player. The previously poisoned player dies then becomes healthy.
	No Dashii	The No Dashii chooses a player.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
	Damsel	TBD
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too.
	Empath	Give a finger signal.
	Town Crier	Either nod or shake your head.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
	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.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.