

	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. ☹
	Engineer	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to sleep. Mark the Engineer with the NO ABILITY reminder token. ☹
	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. ☹
	Poisoner	The Poisoner chooses a player. ☹
	Pukka	The Pukka chooses a player. ☹
	Damsel	Wake each Minion. Show the Damsel token.
	Chef	Give a finger signal.
	Butler	The Butler chooses a player. ☹
	Grandmother	Point to the grandchild player & show their character token.
	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.

	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
	Sailor	The Sailor chooses a living player. ☉
	Engineer	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to sleep. Mark the Engineer with the NO ABILITY reminder token. ☉
	Poisoner	The Poisoner chooses a player. ☉
	Monk	The Monk chooses a player. ☉
	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.
	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.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. ☉ Demon doesn't kill tonight.
	Pukka	The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉
	Shabaloth	A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉
	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.
	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. ☉ Place the DEAD token beside any living 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.
	Professor	The Professor might choose a dead player. ☉☉
	Damsel	TBD
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☉
	Undertaker	If a player was executed today, show their character token.
	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. ☉
	Butler	The Butler chooses a player. ☉
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.