

	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
	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.
	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
	Lunatic	If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.
	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.
	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. ☹
	Godfather	Show the character tokens of all in-play Outsiders.
	Cerenovus	The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
	Mezephelus	Show a single word on a piece of paper, phone, or other device.
	Pukka	The Pukka chooses a player. ☹
	Pixie	Show the Townsfolk character token marked MAD .
	Butler	The Butler chooses a player. ☹
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ☹
	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. ☹
	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.
	Leviathan	Mark the Leviathan with the DAY 1 reminder. ☹