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|  | 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 |
|  | Pixie | If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this character: Replace the MAD reminder with the HAS ABILITY reminder. ☹ |
|  | Philosopher | The Philosopher might choose a character. If necessary, swap their character token. ☹ |
|  | Innkeeper | The Innkeeper chooses 2 players. ☹☹☹ |
|  | Organ Grinder | The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ☹ If they shake their head, remove their DRUNK reminder. |
|  | Witch | The Witch chooses a player. ☹ |
|  | Lunatic | Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s). |
|  | 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. |
|  | Shabaloth | A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹ |
|  | Fang Gu | The Fang Gu chooses a player. ☹ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down. ☹ |
|  | Kazali | The Kazali chooses a player. ☹ |
|  | Gossip | If the Gossip is due to kill a player, they die. ☹ |
|  | Damsel | TBD |
|  | Flowergirl | Either nod or shake your head. |
|  | 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. ☹ |
|  | 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. ☹ |
|  | 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 & immediately say who died. |