

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Amnesiac</b>	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Summoner</b>	Place the <b>NIGHT 1</b> reminder. © Show the Summoner 3 not-in-play characters as bluffs.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Marionette</b>	Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token. Put the Demon to sleep.
	<b>Courtier</b>	The Courtier might choose a character. ©©
	<b>Organ Grinder</b>	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the <b>DRUNK</b> reminder. © If they shake their head, remove their <b>DRUNK</b> reminder.
	<b>Washerwoman</b>	Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

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	<b>Amnesiac</b>	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	<b>Courtier</b>	The Courtier might choose a character. <b>@@</b>
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. <b>◎</b>
	<b>Organ Grinder</b>	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the <b>DRUNK</b> reminder. <b>◎</b> If they shake their head, remove their <b>DRUNK</b> reminder.
	<b>Pit-Hag</b>	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 <b>YOU ARE</b> token & their new character token.
	<b>Summoner</b>	On night two, place the <b>NIGHT 2</b> reminder. <b>◎</b> On night three, place the <b>NIGHT 3</b> reminder <b>◎</b> 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 <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	<b>Exorcist</b>	The Exorcist chooses a player. <b>◎</b> Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. <b>◎</b> or <b>@@</b> (* )
	<b>Ojo</b>	The Ojo points to a role. If a player has that role, they die. <b>◎</b> If the role is out of play, the Storyteller chooses any number of players that die. <b>◎</b>
	<b>Barber</b>	If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.
	<b>Plague Doctor</b>	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the <b>STORYTELLER ABILITY</b> reminder. If applicable, add a token to the night sheet.
	<b>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<b>Farmer</b>	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	<b>Tinker</b>	The Tinker might die. <b>◎</b>
	<b>Flowergirl</b>	Either nod or shake your head.
	<b>Juggler</b>	Give a finger signal.
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.