

**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

**Boffin**

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.

**Yaggababble**

Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.

**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.

**Sailor**

The Sailor chooses a living player. ☉

**Courtier**

The Courtier might choose a character. ☉☉

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☉

**Mezephelus**

Show a single word on a piece of paper, phone, or other device.

**Butler**

The Butler chooses a player. ☉

**Village Idiot**

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.

Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open.

**Leviathan**

Mark the Leviathan with the **DAY 1** reminder. ☉

	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. ☺
	Courtier	The Courtier might choose a character. ☺☺
	Monk	The Monk chooses a player. ☺
	Devil's Advocate	The Devil's Advocate chooses a living player. ☺
	Mezepheles	If a player is marked with the TURNS EVIL reminder: Wake them. Show the YOU ARE info token then give a thumbs down. Put them to sleep. Turn their character token upside down. (This shows they are now evil.) Mark the Mezepheles with the NO ABILITY reminder. ☺
	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).
	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.
	No Dashii	The No Dashii chooses a player. ☺
	Vigormortis	The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ☺
	Gossip	If the Gossip is due to kill a player, they die. ☺
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ☺ Publicly announce that the Banshee died.
	Flowergirl	Either nod or shake your head.
	Oracle	Give a finger signal.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Butler	The Butler chooses a player. ☺
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
	Leviathan	Mark the Leviathan with either the DAY 2 , DAY 3 , DAY 4 , or DAY 5 reminder. ☺