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|     | <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>Wraith</b>           | Wake the Wraith whenever other evil players wake.  |
|    | <b>Boffin</b>           | Wake the Boffin and the Demon.<br>Show the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Boffin token, then the good character token.<br>Place this second character token by the Demon character token.   |
|    | <b>Yaggababble</b>      | Write a phrase down so that the Yaggababble can read it.<br>Show the Yaggababble the phrase.   |
|    | <b>Minion Info</b>      | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.  |
|    | <b>Lunatic</b>          | If there are 7 or more players, wake the Lunatic:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the <b>YOU ARE</b> info token and the Demon token.<br>Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic. |
|    | <b>Demon Info</b>       | If there are 7 or more players, wake the Demon:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.  |
|   | <b>Sailor</b>           | The Sailor chooses a living player. ☺  |
|  | <b>Courtier</b>         | The Courtier might choose a character. ☺☺  |
|  | <b>Devil's Advocate</b> | The Devil's Advocate chooses a living player. ☺  |
|  | <b>Mezpheles</b>        | Show a single word on a piece of paper, phone, or other device.  |
|  | <b>Butler</b>           | The Butler chooses a player. ☺   |
|  | <b>Village Idiot</b>    | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.<br>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.  |
|  | <b>High Priestess</b>   | Point to the player whom you most think the High Priestess should speak with tomorrow.   |
|  | <b>Chambermaid</b>      | The Chambermaid chooses 2 living players. Give a finger signal.  |
|  | <b>Dawn</b>             | Wait a few seconds. Call for eyes open.  |
|  | <b>Leviathan</b>        | Mark the Leviathan with the <b>DAY 1</b> reminder. ☺   |