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

Lord Of Typhon — Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
Show each of these players a unique Minion token, and give a thumbs down.
Replace these players' good character tokens with these Minion tokens and put these players to sleep.
Then, do the Minion Info and Demon Info steps as normal.

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.

Poisoner — The Poisoner chooses a player. ◎

Harpy — The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Huntsman — If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Damsel — Wake each Minion. Show the Damsel token.

Investigator — Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Clockmaker — Give a finger signal.

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Noble — Point to al three players marked **KNOW**.

Balloonist — Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

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

Dawn — Wait a few seconds. Call for eyes open.

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

Poisoner | The Poisoner chooses a player. ◎

Innkeeper | The Innkeeper chooses 2 players. ◎◎◎

Harpy | The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

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).

Zombuul | If no one died today, the Zombuul chooses a player. ◎

Lord Of Typhon | The Lord of Typhon chooses a player. ◎

Al-Hadikhia | The Al-Hadikhia points at three players:
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
If all three are alive (none have a shroud), add a shroud to all three.

Yaggababble | For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ◎

Professor | The Professor might choose a dead player. ◎◎

Huntsman | If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Damsel | TBD

Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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. ◎

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

Dawn | Wait a few seconds. Call for eyes open & immediately say who died.