

	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
	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
	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.
	King	Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player.
	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. ☺
	Witch	The Witch 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.
	Mezepheles	Show a single word on a piece of paper, phone, or other device.
	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	Butler	The Butler chooses a player. ☺
	Knight	Point to the two players marked KNOW . ☺☺
	Mathematician	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
	Gambler	The Gambler chooses a player & a character. Ⓛ
	Witch	The Witch 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.
	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. Ⓛ
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. Ⓛ Demon doesn't kill tonight.
	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. Ⓛ
	Vortox	The Vortox chooses a player. Ⓛ
	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. Ⓛ Place the DEAD token beside any living player. Ⓛ
	Kazali	The Kazali chooses a player. Ⓛ
	Gossip	If the Gossip is due to kill a player, they die. Ⓛ
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. Ⓛ
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Undertaker	If a player was executed today, show their character token.
	Flowergirl	Either nod or shake your head.
	Town Crier	Either nod or shake your head.
	King	If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
	Butler	The Butler chooses a player. Ⓛ
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.