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.
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
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.
Poisoner	The Poisoner chooses a player. ◎
Wizard	Run the Wizard's ability, if applicable.
Mezepheles	Show a single word on a piece of paper, phone, or other device.
Pixie	Show the Townsfolk character token marked **MAD**.
Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
Knight	Point to the two players marked **KNOW**. ◎◎
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.
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

Cannibal | The Cannibal has the ability of the most recently executed player.
They immediately learn any 'you start knowing' information.

Pixie | If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎

Philosopher | The Philosopher might choose a character. If necessary, swap their character token. ◎

Poisoner | The Poisoner chooses a player. ◎

Wizard | Run the Wizard's ability, if applicable.

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. ◎

Imp | The Imp chooses a player. ◎ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.

No Dashii | The No Dashii chooses a player. ◎

Vortox | The Vortox chooses a player. ◎

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

Town Crier | Either nod or shake your head.

Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ◎

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.

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