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. ◎

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.

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.

Engineer | If the Engineer points to a Demon or Minions on their character sheet:
  Swap all appropriate character tokens with new character tokens.
  Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
  Mark the Engineer with the **NO ABILITY** reminder token. ◎

Xaan | Add the **NIGHT** reminder token that matches the current night. ◎
  On the night that equals the number of Outsiders in play when the game began:
  Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

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

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.

Librarian | Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Clockmaker | Give a finger signal.

Cult Leader | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
  Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
  Put the Cult Leader back to sleep.
  Turn the Cult Leader token upside-down. (This shows their alignment.)

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
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
	Engineer	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to Mark the Engineer with the **NO ABILITY** reminder token. ◎
	Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
	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. ◎
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
	Legion	You may decide a player that dies. (Once per living Legion) ◎
	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.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ◎
	Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.
	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.
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Town Crier	Either nod or shake your head.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	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. ◎