

	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. ☺
	Preacher	The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.
	Summoner	On night two, place the NIGHT 2 reminder. ☺ On night three, place the NIGHT 3 reminder ☺ and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE info token, then the Demon token. Show the YOU ARE info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	Exorcist	The Exorcist chooses a player. ☺ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☺ or ☺*
	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. ☺
	Assassin	The Assassin might choose a player. ☺
	Gossip	If the Gossip is due to kill a player, they die. ☺
	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.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ☺ Publicly announce that the Banshee died.
	Empath	Give a finger signal.
	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ☺
	Spy	Show the Grimoire to the Spy for as long as they need.
	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. ☺