

**Dusk**

Check that all eyes are closed. Some Travellers &amp; 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.

**Poppy Grower**

Wake the Demon.  
 Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.  
 Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.

**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. ☹

**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.

**Mezephales**

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

**Pukka**

The Pukka chooses a player. ☹

**Damsel**

Wake each Minion. Show the Damsel token.

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

Point to the grandchild player &amp; show their character token.

**Steward**Point to the player marked **KNOW**. ☹**Noble**Point to all three players marked **KNOW**.**Dawn**

Wait a few seconds. Call for eyes open.

**Dusk**

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**Amnesiac**

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information

**Poppy Grower**If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:  
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.  
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep**Poisoner**

The Poisoner chooses a player. ☹

**Gambler**

The Gambler chooses a player &amp; a character. ☹

**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. ☹**Pukka**

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹

**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. ☹**No Dashii**

The No Dashii chooses a player. ☹

**Kazali**

The Kazali chooses a player. ☹

**Damsel**

TBD

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☹

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☹

**Undertaker**

If a player was executed today, show their character token.

**Town Crier**

Either nod or shake your head.

**Oracle**

Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open &amp; immediately say who died.