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
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.
Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.
Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
Poisoner	The Poisoner chooses a player. ◎
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.
Empath	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Steward	Point to the player 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.
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. ◎

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. ◎

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. ◎
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
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.

Farmer	If the Farmer died tonight:
	  Wake an alive good player.
	  Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
	  Replace their previous character token with a Farmer character token.

Empath	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Town Crier	Either nod or shake your head.
Oracle	Give a finger signal.
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.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.