

	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 <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info.
	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☹
	Minion Info	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	Lunatic	If there are 7 or more players, wake the Lunatic: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the <b>YOU ARE</b> info token and the Demon token. Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic.
	Demon Info	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a <b>POISONED</b> reminder. ☹ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the <b>KNOWS</b> reminder. ☹
	Godfather	Show the character tokens of all in-play Outsiders.
	Cerenovus	The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	Pukka	The Pukka chooses a player. ☹
	Leviathan	Mark the Leviathan with the <b>DAY 1</b> reminder. ☹
	Pixie	Show the Townsfolk character token marked <b>MAD</b> .
	Balloonist	Point to a player (alive or dead). Place the <b>SEEN</b> token next to the shown player. ☹
	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Bounty Hunter	Wake any player with a Townsfolk character: Show them the <b>YOU ARE</b> token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player. ☹
	Butler	The Butler chooses a player. ☹
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.



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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 <b>EVIL WAKES</b> reminder: Show the <b>THIS IS THE DEMON</b> info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the <b>THESE ARE YOUR MINIONS</b> info token, then point to the Minions. Put the Demon to sleep.
	Monk	The Monk chooses a player. ☺
	Cerenovus	The Cerenovus chooses a player & a character. ☺ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	Pukka	The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺
	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 <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☺ Place the <b>DEAD</b> token beside any living player. ☺
	Vortex	The Vortex chooses a player. ☺
	Leviathan	Mark the Leviathan with either the <b>DAY 2</b> , <b>DAY 3</b> , <b>DAY 4</b> , or <b>DAY 5</b> reminder. ☺
	Godfather	If an Outsider died today, the Godfather chooses a player. ☺
	Pixie	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☺
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☺
	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Bounty Hunter	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☺
	Butler	The Butler chooses a player. ☺
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.