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|     | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.  |
|    | <b>Amnesiac</b>       | This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information   |
|    | <b>Pixie</b>          | 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. ☹   |
|    | <b>Poppy Grower</b>   | 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. |
|    | <b>Monk</b>           | The Monk chooses a player. ☹   |
|    | <b>Cerenovus</b>      | 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  |
|    | <b>Pit-Hag</b>        | 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.   |
|    | <b>Lunatic</b>        | 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).   |
|    | <b>Pukka</b>          | The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹  |
|    | <b>Vortex</b>         | The Vortex chooses a player. ☹   |
|   | <b>Lil' Monsta</b>    | 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. ☹               |
|  | <b>Godfather</b>      | If an Outsider died today, the Godfather chooses a player. ☹   |
|  | <b>Gossip</b>         | If the Gossip is due to kill a player, they die. ☹   |
|  | <b>Choirboy</b>       | If the Demon killed the King, wake the Choirboy. Point to the Demon player.  |
|  | <b>Fortune Teller</b> | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).   |
|  | <b>Balloonist</b>     | 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. ☹   |
|  | <b>Bounty Hunter</b>  | 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. ☹   |
|  | <b>Butler</b>         | The Butler chooses a player. ☹   |
|  | <b>General</b>        | If you believe that the good team is winning, give a thumbs up.<br>If you believe that the evil team is winning, give a thumbs down.<br>If you don't know which team is winning, give a thumbs to the side.  |
|  | <b>Mathematician</b>  | Give a finger signal.  |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open & immediately say who died.   |
|  | <b>Leviathan</b>      | Mark the Leviathan with either the <b>DAY 2</b> , <b>DAY 3</b> , <b>DAY 4</b> , or <b>DAY 5</b> reminder. ☹  |