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 De
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.

Lunatic	If there are 7 or more players, wake the Lunatic:
	    Show the **THESE ARE YOUR MINIONS** token. Point to any players.
	    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
	    Put the Lunatic to sleep. Wake the Demon.
	    Show the **YOU ARE** info token and the Demon token.
	    Show the **THIS PLAYER IS** 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 **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.

Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following:
	    Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
	        Put the minions back to sleep. 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. ◎

Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** 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 **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token
Pukka	The Pukka chooses a player. ◎
Pixie	Show the Townsfolk character token marked **MAD**.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Butler	The Butler chooses a player. ◎
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎

Bounty Hunter	Wake any player with a Townsfolk character:
	    Show them the **YOU ARE** 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 **SEEN** token beside 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.
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.
Leviathan	Mark the Leviathan with the **DAY 1** reminder. ◎

	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
	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
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** 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 **YOU ARE** 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. ◎
	Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
	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. ◎
	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
	Gossip	If the Gossip is due to kill a player, they die. ◎
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	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. ◎
	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. ◎
	Butler	The Butler chooses a 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.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Mathematician	Give a finger signal.
	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. ◎