

	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
	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.
	Lleech	The Lleech picks a player. Mark them with the <b>POISONED</b> token. ☹
	Poisoner	The Poisoner chooses a player. ☹
	Courtier	The Courtier might choose a character. ☹☹
	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☹
	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.
	Pixie	Show the Townsfolk character token marked <b>MAD</b> .
	Damsel	Wake each Minion. Show the Damsel token.
	Librarian	Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.
	Empath	Give a finger signal.
	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.
	Dawn	Wait a few seconds. Call for eyes open.



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	Pixie	If the Townfolk 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. ☹
	Poisoner	The Poisoner chooses a player. ☹
	Courtier	The Courtier might choose a character. ☹☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☹
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon 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).
	Exorcist	The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	Legion	You may decide a player that dies. (Once per living Legion) ☹
	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 <b>YOU ARE</b> token, then show the Imp token.
	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☹
	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☹
	Damsel	TBD
	Tinker	The Tinker might die. ☹
	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
	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.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.