	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

	Kazali	The Kazali points at a player and a Minion on the character sheet.
		    Replace their old character token with the Minion token. Wake the player.
		    Show them the **You Are** info token then the Minion character token, and give a thumbs down.
		    Repeat until the normal number of Minions exist.
		    Put the Kazali to sleep.

	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.

	Magician	If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
		    Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
		    Put the Minions to sleep. Wake the Demon.
		    Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.
		    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

	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.

	Engineer	If the Engineer points to a Demon or Minions on their character sheet:
		    Swap all appropriate character tokens with new character tokens.
		    Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
		    Mark the Engineer with the **NO ABILITY** reminder 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. ◎
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that 'The Fearmonger has chosen a player.'
	Harpy	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
	Empath	Give a finger signal.
	Clockmaker	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.

	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. ◎

	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	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

Cannibal — The Cannibal has the ability of the most recently executed player.
They immediately learn any 'you start knowing' information.

Engineer — If the Engineer points to a Demon or Minions on their character sheet:
Swap all appropriate character tokens with new character tokens.
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
Mark the Engineer with the **NO ABILITY** reminder token. ◎

Monk — The Monk chooses a player. ◎

Fearmonger — The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."

Harpy — The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Exorcist — The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon:
Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.

Po — The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*

Yaggababble — For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ◎

Kazali — The Kazali chooses a player. ◎

Gossip — If the Gossip is due to kill a player, they die. ◎

Moonchild — If the Moonchild is due to kill a good player, they die. ◎

Empath — Give a finger signal.

Undertaker — If a player was executed today, show their character token.

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.

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. ◎

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. ◎