Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
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.	
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. ◎	
Wizard	Run the Wizard's ability, if applicable.	
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.	
Mezepheles	Show a single word on a piece of paper, phone, or other device.	
Chef	Give a finger signal.	
Empath	Give a finger signal.	
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).	
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.	
Steward	Point to the player marked **KNOW**. ◎	
Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)	
Mathematician	Give a finger signal.	
Dawn	Wait a few seconds. Call for eyes open.	

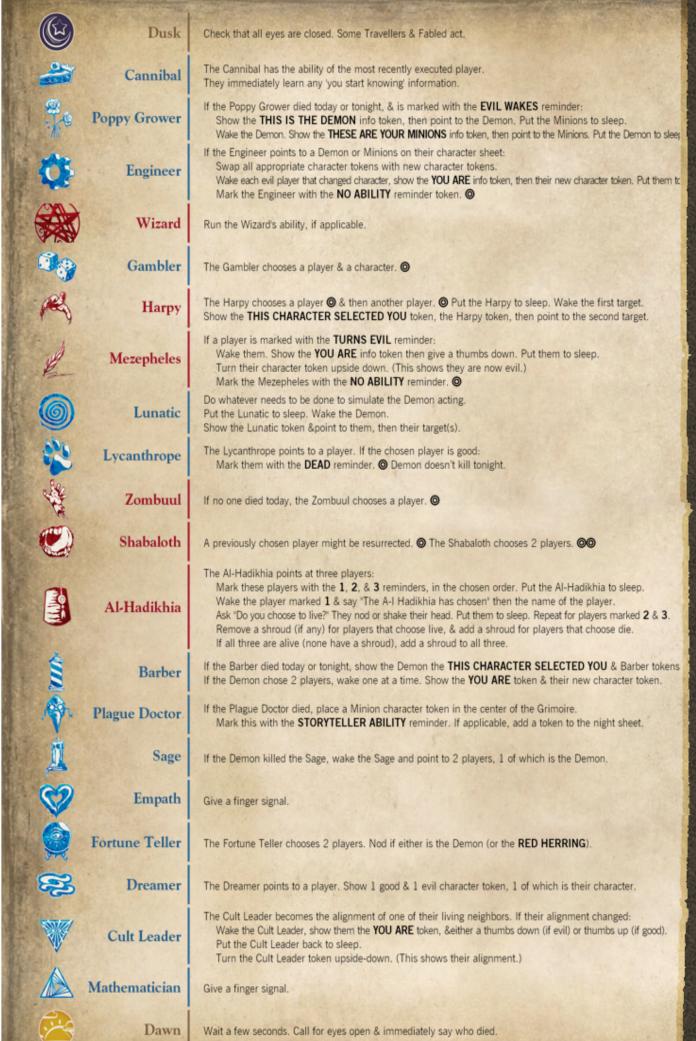|		
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

	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

	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. ◎

	Wizard	Run the Wizard's ability, if applicable.
	Gambler	The Gambler chooses a player & a character. ◎
	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.

	Mezepheles	If a player is marked with the **TURNS EVIL** reminder:
		    Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
		    Turn their character token upside down. (This shows they are now evil.)
		    Mark the Mezepheles with the **NO ABILITY** reminder. ◎

	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).
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
	Zombuul	If no one died today, the Zombuul chooses a player. ◎
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

	Al-Hadikhia	The Al-Hadikhia points at three players:
		    Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
		    Wake the player marked **1** & say "The A-l Hadikhia has chosen" then the name of the player.
		    Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
		    Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
		    If all three are alive (none have a shroud), add a shroud to all three.

	Barber	If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
		    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
		    Put the Cult Leader back to sleep.
		    Turn the Cult Leader token upside-down. (This shows their alignment.)

	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.