



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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☉



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.

Preacher

The Preacher chooses a player. If they choose a Minion: Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion. Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Wizard

Run the Wizard's ability, if applicable.



Gambler

The Gambler chooses a player & a character. ☉



Acrobat

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☉

Summoner

On night two, place the **NIGHT 2** reminder. ☉
On night three, place the **NIGHT 3** reminder ☉ and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the **YOU ARE** info token, then the Demon token. Show the **YOU ARE** info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.

Legion

You may decide a player that dies. (Once per living Legion) ☉



Shabaloth

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉



Vortex

The Vortex chooses a player. ☉



Gossip

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



Hatter

If the Hatter died, wake the Minions and Demon: Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder. Change each player to the character they chose.

Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉



Tinker

The Tinker might die. ☉



Oracle

Give a finger signal.



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Dawn

Wait a few seconds. Call for eyes open & immediately say who died.