

**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. ☉

**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 sleep.

Mark the Engineer with the **NO ABILITY** reminder token. ☉

**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.

**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. ☉☉

**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. ☉

**Professor**

The Professor might choose a dead player. ☉☉

**Tinker**

The Tinker might die. ☉

**Oracle**

Give a finger signal.

**Juggler**

Give a finger signal.

**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.)

**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.