

**Dusk**

Check that all eyes are closed. Some Travellers & Fabled act.

**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.

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹

**Monk**

The Monk chooses a player. ☹

**Organ Grinder**

The Organ Grinder either nods or shakes their head:
 If they nod their head, mark them with the **DRUNK** reminder. ☹
 If they shake their head, remove their **DRUNK** reminder.

**Witch**

The Witch chooses a player. ☹

**Vortex**

The Vortex chooses a player. ☹

**Ojo**

The Ojo points to a role. If a player has that role, they die. ☹
 If the role is out of play, the Storyteller chooses any number of players that die. ☹

**Lil' Monsta**

The minions pick a player. Put them back to sleep, and then:
 Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
 Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹
 Place the **DEAD** token beside any living player. ☹

**Kazali**

The Kazali chooses a player. ☹

**Assassin**

The Assassin might choose a player. ☹☹

**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. ☹☹

**Huntsman**

If the Huntsman points to a player:
 Put them to sleep. Mark them with the **NO ABILITY** token. ☹
 If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
 Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☹

**Undertaker**

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

**Juggler**

Give a finger signal.

**Dawn**

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