

**Dusk**

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

**Pixie**If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹**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. ☹**Courtier**

The Courtier might choose a character. ☹☹

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☹

**Witch**

The Witch chooses a player. ☹

**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.**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).**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.**Imp**The Imp chooses a player. ☹ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.**Fang Gu**The Fang Gu chooses a player. ☹ If they chose an Outsider (once only):
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☹**Vigormortis**

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹

**Kazali**

The Kazali chooses 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.**Empath**

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.