



Dusk

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



Sailor

The Sailor chooses a living player. ☉



Wizard

Run the Wizard's ability, if applicable.



Acrobat

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

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. ☉



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.



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.



Zombuul

If no one died today, the Zombuul chooses a player. ☉



Shabaloth

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



Vigormortis

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



Kazali

The Kazali chooses a player. ☉



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



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.



Dreamer

The Dreamer points to a player. Show 1 good &amp; 1 evil character token, 1 of which is their character.



Juggler

Give a finger signal.



Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.  
 Move the **SEEN** token to the shown player. ☉



Dawn

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