



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.



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.



Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ☉ Demon doesn't kill tonight.



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. ☉☉



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. ☉



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon 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.



Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown player. ☉



Butler

The Butler chooses a player. ☉



General

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.



Mathematician

Give a finger signal.



Dawn

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