



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. ☹



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
Put the Minions to sleep. Wake the Demon.
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



Minion Info

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.



Summoner

Place the **NIGHT 1** reminder. ☹
Show the Summoner 3 not-in-play characters as bluffs.



Demon Info

If there are 7 or more players, wake the Demon:
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.



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.



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.



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The Philosopher might choose a character. If necessary, swap their character token. ☹



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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.



Princess

If it is the Princess' first day, and they nominated and executed a player:

If the Demon would wake to choose a player, wake them as normal. The Demon does not kill.



Legion

You may decide a player that dies. (Once per living Legion) ☹



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. ☹



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:

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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.