



Dusk

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



Poisoner

The Poisoner chooses a player. ☉



Wizard

Run the Wizard's ability, if applicable.



Monk

The Monk chooses a player. ☉



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.



Vortex

The Vortex chooses a player. ☉



Yaggababble

For each time the Yaggababble publicly said their phrase:  
 You may place a **DEAD** token next to a living player. ☉



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.



Plague Doctor

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.  
 Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.



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.



Tinker

The Tinker might die. ☉



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. ☉



King

If the number of dead players is equal to or exceeds the number of alive players:  
 Wake the King. Show one alive character token. Put the King to sleep.



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. ☉



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

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