

**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. ☹

**Monk**

The Monk chooses a player. ☹

**Pit-Hag**The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.**Fearmonger**The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."**No Dashii**

The No Dashii chooses a player. ☹

**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. ☹**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.**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹

**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.**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.)**Mathematician**

Give a finger signal.

**Dawn**

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