

| | | |
|--|----------------|---|
| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Sailor | The Sailor chooses a living player. ☉ |
| | Witch | The Witch 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. |
| | Lunatic | Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s). |
| | No Dashii | The No Dashii chooses a player. ☉ |
| | Lord Of Typhon | The Lord of Typhon chooses a player. ☉ |
| | Al-Hadikhia | The Al-Hadikhia points at three players: Mark these players with the 1, 2, & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3 . Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three. |
| | 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. |
| | Choirboy | If the Demon killed the King, wake the Choirboy. Point to the Demon player. |
| | Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ☉ |
| | Undertaker | If a player was executed today, show their character token. |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | Oracle | Give a finger signal. |
| | Juggler | Give a finger signal. |
| | Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |
| | Leviathan | Mark the Leviathan with either the DAY 2, DAY 3, DAY 4, or DAY 5 reminder. ☉ |