|  | Dusk           | Check that all eyes are closed. Some Travellers & Fabled act.   |
|--|----------------|---|
| \$   | Pixie          | If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this character: Replace the MAD reminder with the HAS ABILITY reminder.   |
| <b>33</b>  | Sailor         | The Sailor chooses a living player.   |
| 0  | 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 Mark the Engineer with the NO ABILITY reminder token.  |
|  | Courtier       | The Courtier might choose a character. <b>⊚⊚</b>  |
| 0  | 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. |
| <b>6</b>   | 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).   |
| *  | Lycanthrope    | The Lycanthrope points to a player. If the chosen player is good:  Mark them with the <b>DEAD</b> reminder. © Demon doesn't kill tonight.   |
| A CONTRACTOR OF THE PROPERTY O | Zombuul        | If no one died today, the Zombuul chooses a player. ◎   |
| 9  | Vortox         | The Vortox chooses a player. ⊚  |
| W  | Lord Of Typhon | The Lord of Typhon chooses a player. <b>⊚</b>   |
| *  | 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.  |
| K  | Assassin       | The Assassin might choose a player. ⊚⊚  |
| 1  | Damsel         | тво   |
| <b>\$</b>  | Empath         | Give a finger signal.   |
| 28,  | Flowergirl     | Either nod or shake your head.  |
| -3   | Spy            | Show the Grimoire to the Spy for as long as they need.  |
|  | Mathematician  | Give a finger signal.   |

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

Dawn