



Dusk

Check that all eyes are closed. Some Travellers & 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.



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. ☹



Wizard

Run the Wizard's ability, if applicable.



Gambler

The Gambler chooses a player & a character. ☹



Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.
 Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Mezephheles

If a player is marked with the **TURNS EVIL** reminder:
 Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
 Turn their character token upside down. (This shows they are now evil.)
 Mark the Mezephheles with the **NO ABILITY** reminder. ☹



Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:
 Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.



Legion

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



Zombuul

If no one died today, the Zombuul chooses a player. ☹



Ojo

The Ojo points to a role. If a player has that role, they die. ☹
 If the role is out of play, the Storyteller chooses any number of players that die. ☹



Yaggababble

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



Gossip

If the Gossip is due to kill a player, they die. ☹



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.



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹
 Publicly announce that the Banshee died.



Professor

The Professor might choose a dead player. ☹☹



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

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.



Mathematician

Give a finger signal.



Dawn

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