

**Dusk**

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

**Sailor**

The Sailor chooses a living player. ☉

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☉

**Vigormortis**

The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉

**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.

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☉**Godfather**

If an Outsider died today, the Godfather chooses a player. ☉

**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. ☉

**Empath**

Give a finger signal.

**Undertaker**

If a player was executed today, show their character token.

**Dreamer**

The Dreamer points to a player. Show 1 good &amp; 1 evil character token, 1 of which is their character.

**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. ☉**Nightwatchman**

If the Nightwatchman points at a player:  
 Put the Nightwatchman to sleep.  
 Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
 Point to the Nightwatchman player. Put the chosen player back to sleep.  
 Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉

**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.)

**Butler**

The Butler chooses a player. ☉

**Dawn**

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