



Dusk

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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☉



Courtier

The Courtier might choose a character. ☉☉



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:  
 Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
 Put the old Snake Charmer to sleep. Wake the old Demon.  
 Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☉



Monk

The Monk chooses a player. ☉



Cerenovus

The Cerenovus chooses a player & a character. ☉ Put the Cerenovus to sleep. Wake the target.  
 Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



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.



Legion

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



Imp

The Imp chooses a player. ☉ If the Imp chose themselves:  
 Replace 1 alive Minion token with a spare Imp token.  
 Put the old Imp to sleep. Wake the new Imp.  
 Show the **YOU ARE** token, then show the Imp token.



Fang Gu

The Fang Gu chooses a player. ☉ If they chose an Outsider (once only):  
 Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  
 Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☉



Lord Of Typhon

The Lord of Typhon chooses a player. ☉



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Moonchild

If the Moonchild is due to kill a good player, they die. ☉



Dreamer

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



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☉



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.



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. ☉



Mathematician

Give a finger signal.



Dawn

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