



## Dusk

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



## Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



## Philosopher

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



## Xaan

Add the **NIGHT** reminder token that matches the current night. ☉  
On the night that equals the number of Outsiders in play when the game began:  
Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.



## Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



## Gambler

The Gambler chooses a player & a character. ☉



## 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



## Fearmonger

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."



## Vortex

The Vortex 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.



## 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. ☉



## Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



## Farmer

If the Farmer died tonight:  
Wake an alive good player.  
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.



## Empath

Give a finger signal.



## Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



## Dawn

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