



## Dusk

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



## 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. ☹



## Monk

The Monk chooses a player. ☹



## Legion

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



## 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. ☹



## 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. ☹



## Yaggababble

For each time the Yaggababble publicly said their phrase:

You may place a **DEAD** token next to a living player. ☹



## Choirboy

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



## 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 & 1 evil character token, 1 of which is their character.



## Town Crier

Either nod or shake your head.



## Seamstress

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



## Dawn

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