



Dusk

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



Philosopher

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



Sailor

The Sailor chooses a living player. ☉



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. ☉



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
 Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Exorcist

The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon:
 Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.



Lycanthrope

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



Vigormortis

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



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. ☉



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.



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.



Empath

Give a finger signal.



Dreamer

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



Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token.
 Place the SEEN token next to the shown player. ☉



Mathematician

Give a finger signal.



Dawn

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