



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. ☉



Poisoner

The Poisoner chooses a player. ☉



Courtier

The Courtier might choose a character. ☉☉



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Pukka

The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉



Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉*



Vigormortis

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



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.



Godfather

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



Gossip

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



Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉
Publicly announce that the Banshee died.

Tinker

The Tinker might die. ☉



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Dreamer

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



Oracle

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.



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.)



Dawn

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