

**Dusk**

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

**Acrobat**

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☹

**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."

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☹

**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. ☹

**Barber**

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens

If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

**Choirboy**

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

**Damsel**

TBD

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☹

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Empath**

Give a finger signal.

**Oracle**

Give a finger signal.

**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. ☹

**Dawn**

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