



Dusk

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



Philosopher

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



Sailor

The Sailor chooses a living player. ☉



Poisoner

The Poisoner chooses a 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.



Lunatic

Do whatever needs to be done to simulate the Demon acting.  
 Put the Lunatic to sleep. Wake the Demon.  
 Show the Lunatic token & point to them, then their target(s).



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.



Pukka

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



Shabaloth

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉



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. ☉



Lord Of Typhon

The Lord of Typhon chooses a player. ☉



Dreamer

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



Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.  
 Move the **SEEN** token to the shown player. ☉



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Dawn

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