



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. ☉



Acrobat

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

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. ☉



Witch

The Witch chooses a player. ☉



Harpy

The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target.
 Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Summoner

On night two, place the **NIGHT 2** reminder. ☉
 On night three, place the **NIGHT 3** reminder ☉ and wake the Summoner:
 They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
 Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
 Show the **YOU ARE** info token, then give a thumbs down.
 Replace their character token with the Demon token and put the new Demon to sleep.



Legion

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



Po

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



Lord Of Typhon

The Lord of Typhon chooses a player. ☉



Kazali

The Kazali chooses a 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.



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Moonchild

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



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.



Flowergirl

Either nod or shake your head.



Juggler

Give a finger signal.



Dawn

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