



## 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.



## Sailor

The Sailor chooses a living player. ☉



## Monk

The Monk chooses a player. ☉



## 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. ☉



## No Dashii

The No Dashii chooses a player. ☉



## Lil' Monsta

The minions pick a player. Put them back to sleep, and then:  
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉  
Place the **DEAD** token beside any living player. ☉



## Godfather

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



## Ravenkeeper

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



## 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. ☉



## 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. ☉



## Butler

The Butler chooses a player. ☉



## Spy

Show the Grimoire to the Spy for as long as they need.



## Dawn

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