

**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.

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Gambler**

The Gambler chooses a player & a character. ☹

**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. ☹

**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. ☹**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☹**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. ☹**Assassin**

The Assassin might choose a player. ☹☹

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

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

**Town Crier**

Either nod or shake your head.

**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.)**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.