

**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. ☹

**Preacher**

The Preacher chooses a player. If they choose a Minion:  
 Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
 Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**Courtier**

The Courtier might choose a character. ☹☹

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☹

**Witch**

The Witch chooses a player. ☹

**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

**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).

**Imp**

The Imp chooses a player. ☹ If the Imp chose themselves:  
 Replace 1 alive Minion token with a spare Imp token.  
 Put the old Imp to sleep. Wake the new Imp.  
 Show the **YOU ARE** token, then show the Imp token.

**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. ☹

**Sage**

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

**Banshee**

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

**Grandmother**

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

**Village Idiot**

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
 Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**Dawn**

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