

**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. ☹

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Monk**

The Monk chooses a player. ☹

**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**Po**

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

**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. ☹**Kazali**

The Kazali chooses a player. ☹

**Sage**

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

**Damsel**

TBD

**Grandmother**

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

**Dreamer**

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

**Juggler**

Give a finger signal.

**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. ☹**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.