

**Dusk**

Check that all eyes are closed. Some Travellers & Fabled act.

**Poisoner**

The Poisoner chooses a player. ☹

**Courtier**

The Courtier might choose a character. ☹☹

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Gambler**

The Gambler chooses a player & a character. ☹

**Monk**

The Monk chooses a player. ☹

**Fearmonger**The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."**Po**

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

**No Dashii**

The No Dashii chooses a player. ☹

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☹**Yaggababble**For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ☹**Professor**

The Professor might choose a dead player. ☹☹

**Moonchild**

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

**Grandmother**

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

**Empath**

Give a finger signal.

**Fortune Teller**The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).**Town Crier**

Either nod or shake your head.

**Juggler**

Give a finger signal.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

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