

**Dusk**

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

**Pixie**If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☺**Monk**

The Monk chooses a player. ☺

**Devil's Advocate**

The Devil's Advocate chooses a living 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. ☺**Vortex**

The Vortex chooses a player. ☺

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☺

**Ojo**The Ojo points to a role. If a player has that role, they die. ☺
If the role is out of play, the Storyteller chooses any number of players that die. ☺**Godfather**

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

**Moonchild**

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

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

If a player was executed today, show their character token.

**Dreamer**

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

**Flowergirl**

Either nod or shake your head.

**Oracle**

Give a finger signal.

**Juggler**

Give a finger signal.

**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. ☺**Dawn**

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