

**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.

**Sailor**

The Sailor chooses a living player. ☉

**Poisoner**

The Poisoner chooses a player. ☉

**Zombuul**

If no one died today, the Zombuul chooses a 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. ☉

**Assassin**

The Assassin might choose a player. ☉☉

**Sage**

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

**Farmer**If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.**Empath**

Give a finger signal.

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

Give a finger signal.

**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 & immediately say who died.