



Dusk

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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



Wizard

Run the Wizard's ability, if applicable.



Gambler

The Gambler chooses a player & a character. ☹



Monk

The Monk chooses a player. ☹



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



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. ☹



Tinker

The Tinker might die. ☹



Dreamer

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



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.



General

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.



Dawn

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