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|---|---|---|
| **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| **Sailor** | The Sailor chooses a living player. ◎ |
| **Xaan** | Add the **NIGHT** reminder token that matches the current night. ◎ <br> On the night that equals the number of Outsiders in play when the game began: <br>     Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk. |
| **Monk** | The Monk chooses a player. ◎ |
| **Imp** | The Imp chooses a player. ◎ If the Imp chose themselves: <br>     Replace 1 alive Minion token with a spare Imp token. <br>     Put the old Imp to sleep. Wake the new Imp. <br>     Show the **YOU ARE** token, then show the Imp token. |
| **No Dashii** | The No Dashii chooses a player. ◎ |
| **Al-Hadikhia** | The Al-Hadikhia points at three players: <br>     Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep. <br>     Wake the player marked **1** & say "The A-l Hadikhia has chosen" then the name of the player. <br>     Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**. <br>     Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. <br>     If all three are alive (none have a shroud), add a shroud to all three. |
| **Lil' Monsta** | The minions pick a player. Put them back to sleep, and then: <br>     Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token. <br>     Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎ <br> Place the **DEAD** token beside any living player. ◎ |
| **Grandmother** | If the grandchild was killed by the Demon, the Grandmother dies too. ◎ |
| **Ravenkeeper** | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| **Empath** | Give a finger signal. |
| **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. |
| **Butler** | The Butler chooses a player. ◎ |
| **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |