	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Gambler	The Gambler chooses a player & a character. ◎
	Monk	The Monk chooses a player. ◎
	Harpy	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
	Exorcist	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.
	Legion	You may decide a player that dies. (Once per living Legion) ◎

	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. ◎

	Lil' Monsta	The minions pick a player. Put them back to sleep, and then:
		  Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
		  Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
		Place the **DEAD** token beside any living player. ◎

	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	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.
	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.
	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. ◎

	Nightwatchman	If the Nightwatchman points at a player:
		  Put the Nightwatchman to sleep.
		  Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
		  Point to the Nightwatchman player. Put the chosen player back to sleep.
		  Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
		  Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
		  Put the Cult Leader back to sleep.
		  Turn the Cult Leader token upside-down. (This shows their alignment.)

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