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. ◎
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. ◎◎◎
Po		The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
No Dashii		The No Dashii chooses a player. ◎
Lord Of Typhon		The Lord of Typhon chooses a player. ◎
Kazali		The Kazali chooses a player. ◎
Ravenkeeper		If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Fortune Teller		The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
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. ◎
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. ◎
Butler		The Butler chooses a player. ◎
Spy		Show the Grimoire to the Spy for as long as they need.
Dawn		Wait a few seconds. Call for eyes open & immediately say who died.