Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.

Demon Info	If there are 7 or more players, wake the Demon:
	    Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
	    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

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.
Poisoner	The Poisoner chooses a player. ◎
Godfather	Show the character tokens of all in-play Outsiders.
Pukka	The Pukka chooses a player. ◎
Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Butler	The Butler chooses a player. ◎
Grandmother	Point to the grandchild player & show their character token.
Clockmaker	Give a finger signal.
Steward	Point to the player marked **KNOW**. ◎
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
Dawn	Wait a few seconds. Call for eyes open.

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.
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.
Poisoner	The Poisoner chooses a player. ◎
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Imp	The Imp chooses a player. ◎ If the Imp chose themselves:
	    Replace 1 alive Minion token with a spare Imp token.
	    Put the old Imp to sleep. Wake the new Imp.
	    Show the **YOU ARE** token, then show the Imp token.

Zombuul	If no one died today, the Zombuul chooses a player. ◎
Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

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. ◎

Godfather	If an Outsider died today, the Godfather chooses a 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.
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. ◎
Butler	The Butler chooses a player. ◎
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.