

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poisoner	The Poisoner chooses a player. ⚡
	Monk	The Monk chooses a player. ⚡
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ⚡ or ⚡⚡(*
	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. ⚡
	LLeech	The LLeech chooses a player. Mark them with the DEAD token. ⚡
	Kazali	The Kazali chooses a player. ⚡
	Godfather	If an Outsider died today, the Godfather chooses a player. ⚡
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Undertaker	If a player was executed today, show their character token.
	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.
	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. ⚡
	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.