Dusk — Check that all eyes are closed. Some Travellers & Fabled act.

Sailor — The Sailor chooses a living player. ◉

Innkeeper — The Innkeeper chooses 2 players. ◉◉◉

Fearmonger — The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
Mark the chosen player with the **FEAR** reminder. ◉ Declare that "The Fearmonger has chosen a player."

Po — The Po may choose a player OR chooses 3 players fi 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. ◉

Ojo — The Ojo points to a role. If a player has that role, they die. ◉
If the role is out of play, the Storyteller chooses any number of players that die. ◉

Assassin — The Assassin might choose a player. ◉◉

Choirboy — If the Demon killed the King, wake the Choirboy. Point to the Demon player.

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. ◉

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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. ◉

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.)

Mathematician — Give a finger signal.

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

Leviathan — Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◉