	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Monk	The Monk chooses a player. ◎
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.
	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.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
	Legion	You may decide a player that dies. (Once per living Legion) ◎
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
	Gossip	If the Gossip is due to kill a player, they die. ◎
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.
	Banshee	If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎ Publicly announce that the Banshee died.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	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. ◎
	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.