

	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.
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. ⚡ Declare that "The Fearmonger has chosen a player."
	Pukka	The Pukka chooses a player. ⚡
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Butler	The Butler chooses a player. ⚡
	Steward	Point to the player marked KNOW . ⚡
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ⚡
	Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
	Bounty Hunter	Wake any player with a Townsfolk character: Show them the YOU ARE token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. ⚡
	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.
	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.'
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Pukka	The Pukka chooses a player. The previously poisoned player dies then becomes healthy.
	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.
	No Dashii	The No Dashii 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.
	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.
	Butler	The Butler chooses a player.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.