

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. Ⓛ
	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.
	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.
	Shabaloth	A previously chosen player might be resurrected. Ⓛ The Shabaloth chooses 2 players. Ⓛ Ⓛ
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. Ⓛ or Ⓛ Ⓛ (*)
	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.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.