

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poisoner	The Poisoner chooses a player. ◎
	Courtier	The Courtier might choose a character. ◎◎
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Gambler	The Gambler chooses a player & a character. ◎
	Monk	The Monk chooses a player. ◎
	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 if they chose no-one last night. ◎ or ◎◎(*
	No Dashii	The No Dashii chooses a player. ◎
	Leech	The LLeech chooses a player. Mark them with the DEAD token. ◎
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ◎
	Professor	The Professor might choose a dead 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. ◎
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Town Crier	Either nod or shake your head.
	Juggler	Give a finger signal.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.