Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
Gambler	The Gambler chooses a player & a character. ◎
Monk	The Monk chooses a player. ◎
Legion	You may decide a player that dies. (Once per living Legion) ◎
No Dashii	The No Dashii chooses a player. ◎
Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token. Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎ Place the **DEAD** token beside any living player. ◎
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.
Professor	The Professor might choose a dead player. ◎◎
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Empath	Give a finger signal.
Undertaker	If a player was executed today, show their character token.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
Butler	The Butler chooses a player. ◎
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.