| | 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. |
| | **Gambler** | The Gambler chooses a player & a character. ◎ |
| | **Devil's Advocate** | The Devil's Advocate chooses a living player. ◎ |
| | **Po** | The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(* |
| | **Lil' Monsta** | The minions pick a player. Put them back to sleep, and then:<br>   Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.<br>   Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎<br>Place the **DEAD** token beside any living player. ◎ |
| | **Kazali** | The Kazali chooses a player. ◎ |
| | **Fortune Teller** | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**). |
| | **Village Idiot** | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted. |
| | **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. ◎ |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |