	Dusk	Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
	Yaggababble	Give the Secret Phrase.
	Minion info	Show Minions each other and the Demon.
	Summoner	Add the Night Marker. Show Summoner 3 bluffs. •
	Demon info	Show the Demon their Minions, then 3 bluffs. •
	Lleech	Lleech chooses a host; poison them. •
	Snake Charmer	Snake Charmer chooses a player; if Demon, swap tokens & poison new Snake Charmer. •
	Godfather	Show which Outsiders are in play.
	Huntsman	Huntsman may choose a player; if Damsel, they become a Townsfolk; let them know. •
	Damsel	Show the Damsel token to the Minions.
	Librarian	Reveal an Outsider & 2 players, OR indicate 0.
	Grandmother	Show the Grandmother their grandchild. •
	Ogre	Ogre chooses a player. If evil, invert the Ogre.
	Chambermaid	Chambermaid chooses 2 players; indicate how many acted tonight.
	Dawn	Wake all players up.

Unbroken Slumber

Dusk	Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
Innkeeper	Innkeeper chooses 2 players; they are both safe, but 1 is drunk.
Gambler	Gambler might guess a player & their character; they die if wrong.
Snake Charmer	Snake Charmer chooses a player; if Demon, swap tokens & poison new Snake Charmer. ●
Summoner	Update night marker. Night 3, Summoner make a player the Demon; let them know. ●
Shabaloth	May revive a player eaten last night. The Shabaloth chooses 2 players to die.
Po	Po chooses 0, 1, or 3 players to die.
Lleech	Lleech kills a player. ●
Yaggababble	For each Yaggababble marker, a player might die.
Assassin	Assassin kills a player, ignoring any protections.
Godfather	If an Outsider died today: Godfather kills a player.
Gossip	The gossip was true, a player dies.
Sweetheart	If dead, a player becomes drunk.
Professor	Professor chooses a dead player: if Townfolk, they revive.
Huntsman	Huntsman may choose a player; if Damsel, they become a Townsfolk; let them know.
Farmer	If died tonight, a good player becomes a Farmer; let them know.
Grandmother	If the grandchild died tonight, the Grandmother dies. ●
Ravenkeeper	If they died tonight, Ravenkeeper chooses a player, & learns their character.
Chambermaid	Chambermaid chooses 2 players; indicate how many acted tonight.
Dawn	Wake all players up. Announce the night's results.

Unbroken Slumber