

	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.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ☹
	Gambler	The Gambler chooses a player & a character. ☹
	Monk	The Monk chooses a player. ☹
	Devil's Advocate	The Devil's Advocate chooses a living player. ☹
	Exorcist	The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
	Legion	You may decide a player that dies. (Once per living Legion) ☹
	Pukka	The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹
	Vortex	The Vortex chooses a player. ☹
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ☹
	Assassin	The Assassin might choose a player. ☹☹
	Moonchild	If the Moonchild is due to kill a good player, they die. ☹
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Oracle	Give a finger signal.
	Juggler	Give a finger signal.
	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☹
	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.