

	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. ☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	Cerenovus	The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	Summoner	On night two, place the <b>NIGHT 2</b> reminder. ☹ On night three, place the <b>NIGHT 3</b> reminder ☹ and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	Imp	The Imp chooses a player. ☹ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the <b>YOU ARE</b> token, then show the Imp token.
	Vigormortis	The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹
	Kazali	The Kazali chooses a player. ☹
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Oracle	Give a finger signal.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☹
	Bounty Hunter	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☹
	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.