

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Sailor</b>	The Sailor chooses a living player. ☺
	<b>Xaan</b>	Add the <b>NIGHT</b> reminder token that matches the current night. ☺ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. ☺ Remove it the following dusk.
	<b>Poisoner</b>	The Poisoner chooses a player. ☺
	<b>Courtier</b>	The Courtier might choose a character. ☺☺
	<b>Gambler</b>	The Gambler chooses a player & a character. ☺
	<b>Lunatic</b>	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) ☺
	<b>No Dashii</b>	The No Dashii chooses a player. ☺
	<b>Vigormortis</b>	The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺
	<b>Lleech</b>	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☺
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ☺
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ☺
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Bounty Hunter</b>	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. ☺
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.