

**Dusk**

Check that all eyes are closed. Some Travellers &amp; Fabled act.

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Innkeeper**

The Innkeeper chooses 2 players. ☺☺☺

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon:  
 Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
 Put the old Snake Charmer to sleep. Wake the old Demon.  
 Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺

**Monk**

The Monk chooses a player. ☺

**Organ Grinder**

The Organ Grinder either nods or shakes their head:  
 If they nod their head, mark them with the **DRUNK** reminder. ☺  
 If they shake their head, remove their **DRUNK** reminder.

**Summoner**

On night two, place the **NIGHT 2** reminder. ☺  
 On night three, place the **NIGHT 3** 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 **YOU ARE** info token, then the Demon token.  
 Show the **YOU ARE** info token, then give a thumbs down.  
 Replace their character token with the Demon token and put the new Demon to sleep.

**Lunatic**

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).

**Legion**

You may decide a player that dies. (Once per living Legion) ☺

**Shabaloth**

A previously chosen player might be resurrected. ☺ The Shabaloth chooses 2 players. ☺☺

**Vigormortis**

The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☺

**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 **RED HERRING**).**Dreamer**

The Dreamer points to a player. Show 1 good &amp; 1 evil character token, 1 of which is their character.

**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.

**Nightwatchman**

If the Nightwatchman points at a player:  
 Put the Nightwatchman to sleep.  
 Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
 Point to the Nightwatchman player. Put the chosen player back to sleep.  
 Mark the Nightwatchman with the **NO ABILITY** reminder token. ☺

**Dawn**

Wait a few seconds. Call for eyes open &amp; immediately say who died.

**Leviathan**Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☺