

**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.

**Sailor**

The Sailor chooses a living player. ☹

**Poisoner**

The Poisoner chooses a player. ☹

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Legion**

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

**Po**

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☹ or ☹☹☹\*

**Vigormortis**

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

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☹**Godfather**

If an Outsider died today, the Godfather chooses a player. ☹

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☹

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Dreamer**

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

**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 &amp; immediately say who died.