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.

Sailor — The Sailor chooses a living player. ◎

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

Fearmonger — The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."

Pukka — The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

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. ◎◎

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

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. ◎

Empath — Give a finger signal.

Fortune Teller — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

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. ◎

Spy — Show the Grimoire to the Spy for as long as they need.

Dawn — Wait a few seconds. Call for eyes open & immediately say who died.