

**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. ☹

**Preacher**

The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Legion**

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

**Banshee**

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹
Publicly announce that the Banshee died.

**Choirboy**

If the Demon killed the King, wake the Choirboy. Point to the Demon player.

**Moonchild**

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

**Ravenkeeper**

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

**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. ☹

**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.

**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. ☹

**Butler**

The Butler chooses a player. ☹

**Dawn**

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