

	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.
	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. ☺
	No Dashii	The No Dashii chooses a player. ☺
	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. ☺ Place the DEAD token beside any living player. ☺
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ☺
	Assassin	The Assassin might choose a player. ☺☺
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	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).
	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. ☺
	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.