

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Sailor</b>	The Sailor chooses a living player. ☺
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☺☺
	<b>Farmer</b>	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ☺
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Juggler</b>	Give a finger signal.
	<b>Balloonist</b>	Point to a player (alive or dead) with a different role type from the player with the <b>SEEN</b> token. Place the <b>SEEN</b> token next to the shown player. ☺
	<b>Village Idiot</b>	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.
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☺
	<b>Butler</b>	The Butler chooses a player. ☺
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.
	<b>Leviathan</b>	Mark the Leviathan with either the <b>DAY 2</b> , <b>DAY 3</b> , <b>DAY 4</b> , or <b>DAY 5</b> reminder. ☺