

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Wraith	Wake the Wraith whenever other evil players wake.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	Poisoner	The Poisoner chooses a player. ⚡
	Innkeeper	The Innkeeper chooses 2 players. ⚡⚡
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. ⚡
	Monk	The Monk chooses a player. ⚡
	Summoner	On night two, place the NIGHT 2 reminder. ⚡ On night three, place the NIGHT 3 reminder ⚡ and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE info token, then the Demon token. Show the YOU ARE info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	Exorcist	The Exorcist chooses a player. ⚡ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
	Pukka	The Pukka chooses a player. ⚡ The previously poisoned player dies then becomes healthy. ⚡
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ⚡ or ⚡⚡(*
	Vigormortis	The Vigormortis chooses a player. ⚡ If that player is a Minion, poison a neighboring Townsfolk. ⚡⚡
	Ojo	The Ojo points to a role. If a player has that role, they die. ⚡ If the role is out of play, the Storyteller chooses any number of players that die. ⚡
	Gossip	If the Gossip is due to kill a player, they die. ⚡
	Hatter	If the Hatter died, wake the Minions and Demon: Show them the THIS CHARACTER SELECTED YOU info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the TEA PARTY TONIGHT reminder. Change each player to the character they chose.
	Damsel	TBD
	Moonchild	If the Moonchild is due to kill a good player, they die. ⚡
	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. ⚡
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.