

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Wraith</b>	Wake the Wraith whenever other evil players wake.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ☉
	<b>Poisoner</b>	The Poisoner chooses a player. ☉
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☉☉☉
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☉
	<b>Monk</b>	The Monk chooses a player. ☉
	<b>Summoner</b>	On night two, place the <b>NIGHT 2</b> reminder. ☉ On night three, place the <b>NIGHT 3</b> 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 <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	<b>Lunatic</b>	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).
	<b>Exorcist</b>	The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Pukka</b>	The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉(*)
	<b>Vigormortis</b>	The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉
	<b>Ojo</b>	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. ☉
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☉
	<b>Hatter</b>	If the Hatter died, wake the Minions and Demon: Show them the <b>THIS CHARACTER SELECTED YOU</b> 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 <b>TEA PARTY TONIGHT</b> reminder. Change each player to the character they chose.
	<b>Damsel</b>	TBD
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ☉
	<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>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.