

	<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>Xaan</b>	Add the <b>NIGHT</b> reminder token that matches the current night. ☺ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. ☺ Remove it the following dusk.
	<b>Poisoner</b>	The Poisoner chooses a player. ☺
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☺☺☺
	<b>Scarlet Woman</b>	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
	<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>Legion</b>	You may decide a player that dies. (Once per living Legion) ☺
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ☺ The Shabaloth chooses 2 players. ☺☺
	<b>No Dashii</b>	The No Dashii chooses a player. ☺
	<b>Kazali</b>	The Kazali chooses a player. ☺
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ☺
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Balloonist</b>	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. ☺
	<b>Nightwatchman</b>	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☺
	<b>Butler</b>	The Butler chooses a player. ☺
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.