

	<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>Preacher</b>	The Preacher chooses a player. If they choose a Minion: Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion. Show them the <b>THIS CHARACTER SELECTED YOU</b> card & the Preacher token. Put the Minion back to sleep.
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☹
	<b>Pit-Hag</b>	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.
	<b>Fearmonger</b>	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder: Mark the chosen player with the <b>FEAR</b> reminder. ☹ Declare that "The Fearmonger has chosen a player."
	<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>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹*
	<b>Professor</b>	The Professor might choose a dead player. ☹☹
	<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>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Juggler</b>	Give a finger signal.
	<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>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>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<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. ☹