

	<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>Innkeeper</b>	The Innkeeper chooses 2 players. ☹☹☹
	<b>Wizard</b>	Run the Wizard's ability, if applicable.
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☹
	<b>Snake Charmer</b>	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☹
	<b>No Dashii</b>	The No Dashii chooses a player. ☹
	<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>Al-Hadikhia</b>	The Al-Hadikhia points at three players: Mark these players with the <b>1</b> , <b>2</b> , & <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked <b>1</b> & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked <b>2</b> & <b>3</b> . Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.
	<b>Lil' Monsta</b>	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☹ Place the <b>DEAD</b> token beside any living player. ☹
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ☹
	<b>Banshee</b>	If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ☹ Publicly announce that the Banshee died.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<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>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.