

**Dusk**

Check that all eyes are closed. Some Travellers &amp; Fabled act.

**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. ☉

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Gambler**

The Gambler chooses a player &amp; a character. ☉

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☉

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☉

**Al-Hadikhia**

The Al-Hadikhia points at three players:  
 Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.  
 Wake the player marked **1** & 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 **2** & **3**.  
 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.

**Kazali**

The Kazali chooses a player. ☉

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Fortune Teller**The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).**Town Crier**

Either nod or shake your head.

**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. ☉**Butler**

The Butler chooses a player. ☉

**Dawn**

Wait a few seconds. Call for eyes open &amp; immediately say who died.

**Leviathan**Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☉