Dusk		Check that all eyes are closed. Some Travellers & Fabled act.
Cannibal		The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
Pixie		If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎
Poisoner		The Poisoner chooses a player. ◎
Gambler		The Gambler chooses a player & a character. ◎
Acrobat		The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎
Monk		The Monk chooses a player. ◎
Witch		The Witch chooses a player. ◎
Lunatic		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).
Lycanthrope		The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
Fang Gu		The Fang Gu chooses a player. ◎ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎
No Dashii		The No Dashii chooses a player. ◎
Lleech		The Lleech chooses a player. Mark them with the **DEAD** token. ◎
Yaggababble		For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ◎
Hatter		If the Hatter died, wake the Minions and Demon: Show them the **THIS CHARACTER SELECTED YOU** 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 **TEA PARTY TONIGHT** reminder. Change each player to the character they chose.
Choirboy		If the Demon killed the King, wake the Choirboy. Point to the Demon player.
Farmer		If the Farmer died tonight: Wake an alive good player. Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
Empath		Give a finger signal.
Butler		The Butler chooses a player. ◎
Dawn		Wait a few seconds. Call for eyes open & immediately say who died.