	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.
Z	Monk	The Monk chooses a player. <b>⊚</b>
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good:  Mark them with the <b>DEAD</b> reminder. © Demon doesn't kill tonight.
The state of the s	Zombuul	If no one died today, the Zombuul chooses a player.    Output  Description:
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
A	Lil' Monsta	The minions pick a player. Put them back to sleep, and then:  Wake the chosen player. Point to the player, & show them the IS THE DEMON token.  Put the chosen player back to sleep. Place the IS THE DEMON token beside them.  Place the DEAD token beside any living player.
9	Kazali	The Kazali chooses a player. ⊚
C C	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
	Undertaker	If a player was executed today, show their character token.
	Village Idiot	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.
ofe	Nightwatchman	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.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
2	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.