	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Gambler	The Gambler chooses a player & a character. ◎
	Monk	The Monk chooses a player. ◎
	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎
	Vortox	The Vortox chooses a player. ◎
	Lord Of Typhon	The Lord of Typhon chooses a player. ◎
	Ojo	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. ◎
	Assassin	The Assassin might choose a player. ◎◎
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Undertaker	If a player was executed today, show their character token.
	Flowergirl	Either nod or shake your head.
	Oracle	Give a finger signal.
	Juggler	Give a finger signal.
	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. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.