Dusk — Check that all eyes are closed. Some Travellers & Fabled act.

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. ◉

Poppy Grower — If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep

Preacher — The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Exorcist — The Exorcist chooses a player. ◉ Put the Exorcist to sleep. If the Exorcist chose the Demon:
Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.

Lycanthrope — The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ◉ Demon doesn't kill tonight.

Legion — You may decide a player that dies. (Once per living Legion) ◉

Shabaloth — A previously chosen player might be resurrected. ◉ The Shabaloth chooses 2 players. ◉◉

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. ◉

Vigormortis — The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉

Choirboy — If the Demon killed the King, wake the Choirboy. Point to the Demon player.

Huntsman — If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◉
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Balloonist — Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown player. ◉

Butler — The Butler chooses a player. ◉

General — If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.

Mathematician — Give a finger signal.

Dawn — Wait a few seconds. Call for eyes open & immediately say who died.