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

Xaan | Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
    Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

Courtier | The Courtier might choose a character. ◎◎

Pit-Hag | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
    Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

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.

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.

Yaggababble | For each time the Yaggababble publicly said their phrase:
    You may place a **DEAD** token next to a living player. ◎

Kazali | The Kazali chooses a player. ◎

Sweetheart | If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎

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.

Town Crier | Either nod or shake your head.

Juggler | Give a finger signal.

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.

Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal.

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