	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
	Engineer	If the Engineer points to a Demon or Minions on their character sheet: 　Swap all appropriate character tokens with new character tokens. 　Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to 　Mark the Engineer with the **NO ABILITY** reminder token. ◎
	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.
	Poisoner	The Poisoner chooses a player. ◎
	Monk	The Monk chooses a player. ◎
	Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token
	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.
	Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	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. ◎
	Barber	If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.
	Professor	The Professor might choose a dead player. ◎◎
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	Undertaker	If a player was executed today, show their character token.
	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. ◎
	Butler	The Butler chooses a player. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.