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. ◎
Acrobat		The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎
Organ Grinder		The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the **DRUNK** reminder. ◎ If they shake their head, remove their **DRUNK** reminder.
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.
Summoner		On night two, place the **NIGHT 2** reminder. ◎ On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the **YOU ARE** info token, then the Demon token. Show the **YOU ARE** info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon 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.
Zombuul		If no one died today, the Zombuul chooses a player. ◎
No Dashii		The No Dashii chooses a player. ◎
Vortox		The Vortox chooses a player. ◎
Lord Of Typhon		The Lord of Typhon chooses a player. ◎
Banshee		If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎ Publicly announce that the Banshee died.
Damsel		TBD
Grandmother		If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Ravenkeeper		If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Flowergirl		Either nod or shake your head.
Nightwatchman		If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎
High Priestess		Point to the player whom you most think the High Priestess should speak with tomorrow.
Dawn		Wait a few seconds. Call for eyes open & immediately say who died.