

**Dusk**

Check that all eyes are closed. Some Travellers &amp; 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. ☹**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. ☹☹

**Wizard**

Run the Wizard's ability, if applicable.

**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.**Legion**

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

**Zombuul**

If no one died today, the Zombuul chooses a player. ☹

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☹**Assassin**

The Assassin might choose a player. ☹☹

**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.**Moonchild**

If the Moonchild is due to kill a good player, they die. ☹

**Dreamer**

The Dreamer points to a player. Show 1 good &amp; 1 evil character token, 1 of which is their character.

**Juggler**

Give a finger signal.

**Butler**

The Butler chooses a player. ☹

**Chambermaid**

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

**Dawn**

Wait a few seconds. Call for eyes open &amp; immediately say who died.