

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Pixie</b>	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ◎
	<b>Xaan</b>	Add the <b>NIGHT</b> reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. ◎ Remove it the following dusk.
	<b>Courtier</b>	The Courtier might choose a character. ◎◎
	<b>Wizard</b>	Run the Wizard's ability, if applicable.
	<b>Exorcist</b>	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) ◎
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ◎
	<b>Leech</b>	The LLeech chooses a player. Mark them with the <b>DEAD</b> token. ◎
	<b>Assassin</b>	The Assassin might choose a player. ◎◎
	<b>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<b>Farmer</b>	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ◎
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Juggler</b>	Give a finger signal.
	<b>Butler</b>	The Butler chooses a player. ◎
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.