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. ◎
Gambler	The Gambler chooses a player & 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.

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. ◎
Kazali	The Kazali chooses a 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.
Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.
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.
Town Crier	Either nod or shake your head.
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. ◎

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. ◎

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