Dusk | Check that all eyes are closed. Some Travellers & Fabled act.

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.

Innkeeper | The Innkeeper chooses 2 players. ◎◎◎

Gambler | The Gambler chooses a player & a character. ◎

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.

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.

Shabaloth | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

No Dashii | The No Dashii chooses a player. ◎

Ojo | The Ojo points to a role. If a player has that role, they die. ◎
If the role is out of play, the Storyteller chooses any number of players that die. ◎

Kazali | The Kazali chooses a player. ◎

Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Choirboy | If the Demon killed the King, wake the Choirboy. Point to the Demon player.

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

King | If the number of dead players is equal to or exceeds the number of alive players:
  Wake the King. Show one alive character token. Put the King to sleep.

Butler | The Butler chooses a player. ◎

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