Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Courtier	The Courtier might choose a character. ◉◉	
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.	

Mezepheles	If a player is marked with the **TURNS EVIL** reminder:
	  Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
	  Turn their character token upside down. (This shows they are now evil.)
	  Mark the Mezepheles with the **NO ABILITY** reminder. ◉	

Shabaloth	A previously chosen player might be resurrected. ◉ The Shabaloth chooses 2 players. ◉◉	
Vigormortis	The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉	

Lil' Monsta	The minions pick a player. Put them back to sleep, and then:
	  Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
	  Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◉
	Place the **DEAD** token beside any living player. ◉	

Kazali	The Kazali chooses a player. ◉	
Gossip	If the Gossip is due to kill a player, they die. ◉	

Hatter	If the Hatter died, wake the Minions and Demon:
	  Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
	  Each player may point to another character of the same type as their current character.
	  If a second player would end up with the same character as another player:
	    Shake your head no and gesture for them to choose again.
	  Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
	  Change each player to the character they chose.	

Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◉	
Professor	The Professor might choose a dead 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.	

Tinker	The Tinker might die. ◉	
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◉	
Empath	Give a finger signal.	
High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.	
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	