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

Engineer	If the Engineer points to a Demon or Minions on their character sheet:
	    Swap all appropriate character tokens with new character tokens.
	    Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
	    Mark the Engineer with the **NO ABILITY** reminder token. ◎

Poisoner	The Poisoner chooses a player. ◎
Courtier	The Courtier might choose a character. ◎◎
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎
Monk	The Monk chooses a player. ◎
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

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.

Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
Zombuul	If no one died today, the Zombuul chooses a player. ◎
No Dashii	The No Dashii chooses a player. ◎
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
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. ◎
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.

Huntsman	If the Huntsman points to a player:
	    Put them to sleep. Mark them with the **NO ABILITY** token. ◎
	    If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
	    Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Moonchild	If the Moonchild is due to kill a good player, they die. ◎
Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ◎

Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
	    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
	    Put the Cult Leader back to sleep.
	    Turn the Cult Leader token upside-down. (This shows their alignment.)

Spy	Show the Grimoire to the Spy for as long as they need.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.