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

Preacher — The Preacher chooses a player. If they choose a Minion:
  Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
  Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Courtier — The Courtier might choose a character. ◎◎

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

Monk — The Monk chooses a player. ◎

Harpy — The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
  Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

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).

Legion — You may decide a player that dies. (Once per living Legion) ◎

No Dashii — The No Dashii chooses a player. ◎

Vigormortis — The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎

Sweetheart — If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎

Professor — The Professor might choose a dead player. ◎◎

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.

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.

Village Idiot — Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
  Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

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. ◎

High Priestess — Point to the player whom you most think the High Priestess should speak with tomorrow.

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