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

Monk — The Monk chooses a player. ◎

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.

Pukka — The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

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

Yaggababble —
For each time the Yaggababble publicly said their phrase:
    You may place a **DEAD** token next to a living player. ◎

Kazali — The Kazali chooses a player. ◎

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

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.

Ravenkeeper — If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Empath — Give a finger signal.

Fortune Teller — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Flowergirl — Either nod or shake your head.

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. ◎

Butler — The Butler chooses a player. ◎

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