Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Wizard	Run the Wizard's ability, if applicable.
Monk	The Monk chooses a player. ◎
Devil's Advocate	The Devil's Advocate chooses a living 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. ◎◎

Al-Hadikhia	The Al-Hadikhia points at three players:
	    Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
	    Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.
	    Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
	    Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
	    If all three are alive (none have a shroud), add a shroud to all three.

Kazali	The Kazali chooses a player. ◎
Sweetheart	If the Sweetheart died, a player became drunk immediately. fl 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.