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.

Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
Courtier	The Courtier might choose a character. ◎◎
Witch	The Witch 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
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).
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
Kazali	The Kazali chooses a player. ◎
Gossip	If the Gossip is due to kill a player, they die. ◎
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

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.

Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Undertaker	If a player was executed today, show their character token.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Town Crier	Either nod or shake your head.
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. ◎
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.