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

Sailor — The Sailor chooses a living player. ◎

Wizard — Run the Wizard's ability, if applicable.

Acrobat — The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

Organ Grinder — The Organ Grinder either nods or shakes their head:
　　If they nod their head, mark them with the **DRUNK** reminder. ◎
　　If they shake their head, remove their **DRUNK** reminder.

Witch — The Witch 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.

Exorcist — The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon:
　　Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.

Zombuul — If no one died today, the Zombuul chooses a player. ◎

Shabaloth — A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

Lord Of Typhon — The Lord of Typhon chooses a player. ◎

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

Sage — If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

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.

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Juggler — Give a finger signal.

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.