	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Wizard	Run the Wizard's ability, if applicable.
	Gambler	The Gambler chooses a player & a character.
8	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
H	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.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. © Demon doesn't kill tonight.
湯	Legion	You may decide a player that dies. (Once per living Legion) ⊚
V	Pukka	The Pukka chooses a player.
•	Shabaloth	A previously chosen player might be resurrected. ③ The Shabaloth chooses 2 players. ◎④
W	Lord Of Typhon	The Lord of Typhon chooses a player. ⊚
94	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
İ	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.
N	Damsel	TBD
(2)	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their 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.
efo	Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep, Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player, Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token.
(P)	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.