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

Gambler | The Gambler chooses a player & a character. ◎

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

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.

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

Vortox | The Vortox chooses a player. ◎

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

Banshee | If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎
   Publicly announce that the Banshee died.

Damsel | TBD

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.

Town Crier | Either nod or shake your head.

Oracle | Give a finger signal.

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. ◎

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.

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. ◎

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