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

Engineer — If the Engineer points to a Demon or Minions on their character sheet:
  Swap all appropriate character tokens with new character tokens.
  Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
  Mark the Engineer with the **NO ABILITY** reminder token. ◎

Courtier — The Courtier might choose a character. ◎◎

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. ◎

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.

Legion — You may decide a player that dies. (Once per living Legion) ◎

Fang Gu — The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):
  Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
  Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎

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

Kazali — The Kazali chooses a player. ◎

Hatter — If the Hatter died, wake the Minions and Demon:
  Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
  Each player may point to another character of the same type as their current character.
  If a second player would end up with the same character as another player:
    Shake your head no and gesture for them to choose again.
  Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
  Change each player to the character they chose.

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

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

Professor — The Professor might choose a dead player. ◎◎

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.

Tinker — The Tinker might die. ◎

Flowergirl — Either nod or shake your head.

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