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

Cannibal | The Cannibal has the ability of the most recently executed player.
They immediately learn any 'you start knowing' information.

Courtier | The Courtier might choose a character. ◎◎

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

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.

No Dashii | The No Dashii chooses a player. ◎

Lleech | The Lleech chooses a player. Mark them with the **DEAD** token. ◎

Kazali | The Kazali chooses a player. ◎

Plague Doctor | If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
    Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

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.

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.

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.

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. ◎

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.

Leviathan | Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎