Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◉

Summoner	On the third night, 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.

Sailor	The Sailor chooses a living player. ◉
Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ◉ Declare that 'The Fearmonger has chosen a player.'

Summoner	On the third night, 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.
Kazali	The Kazali chooses a player. ◉
Zombuul	If no one died today, the Zombuul chooses a player. ◉
Vigormortis	The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◉ or ◉◉(*
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
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. ◉

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.

Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.