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

Wraith — Wake the Wraith whenever other evil players wake.

Philosopher — The Philosopher might choose a character. If necessary, swap their character token. ◎

Poppy Grower — If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
  Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
  Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

Sailor — The Sailor chooses a living player. ◎

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

Zombuul — If no one died today, the Zombuul chooses a player. ◎

No Dashii — The No Dashii 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.

Grandmother — If the grandchild was killed by the Demon, the Grandmother dies too. ◎

Ravenkeeper — If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Empath — Give a finger signal.

Town Crier — Either nod or shake your head.

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.

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. ◎

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. ◎