

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Summoner</b>	Place the <b>NIGHT 1</b> reminder. ⚡ Show the Summoner 3 not-in-play characters as bluffs.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Snake Charmer</b>	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ⚡
	<b>Cerenovus</b>	The Cerenovus chooses a player & a character. ⚡ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	<b>Pukka</b>	The Pukka chooses a player. ⚡
	<b>Damsel</b>	Wake each Minion. Show the Damsel token.
	<b>Investigator</b>	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	<b>Empath</b>	Give a finger signal.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. ⚡
	<b>High Priestess</b>	Point to the player whom you most think the High Priestess should speak with tomorrow.
	<b>Mathematician</b>	Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.
	<b>Vizier</b>	Declare that the Vizier is in play, and which player it is.

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	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	<b>Snake Charmer</b>	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ⚡
	<b>Cerenovus</b>	The Cerenovus chooses a player & a character. ⚡ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	<b>Summoner</b>	On night two, place the <b>NIGHT 2</b> reminder. ⚡ On night three, place the <b>NIGHT 3</b> 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 <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ⚡
	<b>Pukka</b>	The Pukka chooses a player. ⚡ The previously poisoned player dies then becomes healthy. ⚡
	<b>Fang Gu</b>	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ⚡
	<b>Vortox</b>	The Vortox chooses a player. ⚡
	<b>Barber</b>	If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ⚡
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Damsel</b>	TBD
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ⚡
	<b>Empath</b>	Give a finger signal.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Flowergirl</b>	Either nod or shake your head.
	<b>Oracle</b>	Give a finger signal.
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. ⚡
	<b>Juggler</b>	Give a finger signal.
	<b>High Priestess</b>	Point to the player whom you most think the High Priestess should speak with tomorrow.
	<b>Mathematician</b>	Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.