	Philosopher	The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
M	**Minion Info**	If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.
	Lunatic	Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.
D	**Demon Info**	If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play
	Marionette	Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
	Poisoner	The Poisoner points to a player. That player is poisoned.
	Snake Charmer	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
	Pixie	Show the Pixie 1 in-play Townsfolk character token.
	Investigator	Show the character token of a Minion in play. Point to two players, one of which is that character.
	Chef	Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
	Empath	Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
	Noble	Point to 3 players including one evil player, in no particular order.
	High Priestess	Point to a player.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

🌙	**Dusk**	Check that all eyes are closed. Some travellers act.
	Philosopher	If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
	Poisoner	The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
	Snake Charmer	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
	Scarlet Woman	If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
	Lunatic	Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
	Lycanthrope	The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
	Fang Gu	The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
	Barber	If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
	Farmer	If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
	Empath	Show the finger signal (0, 1, 2) for the number of evil neighbours.
	Undertaker	If a player was executed today: Show that player's character token.
	Oracle	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
	High Priestess	Point to a player.
☀	**Dawn**	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.