Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎	
Witch	The Witch chooses a player. ◎	
Harpy	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.	

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.	

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.	
Zombuul	If no one died today, the Zombuul chooses a player. ◎	
Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎	

Fang Gu	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 **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎	

Vortox	The Vortox chooses a player. ◎	

Hatter	If the Hatter died, wake the Minions and Demon:
	  Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
	  Each player may point to another character of the same type as their current character.
	  If a second player would end up with the same character as another player:
	    Shake your head no and gesture for them to choose again.
	  Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
	  Change each player to the character they chose.	

Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎	
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.	
Damsel	TBD	
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.	
Flowergirl	Either nod or shake your head.	
Oracle	Give a finger signal.	
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎	
Juggler	Give a finger signal.	
Mathematician	Give a finger signal.	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	