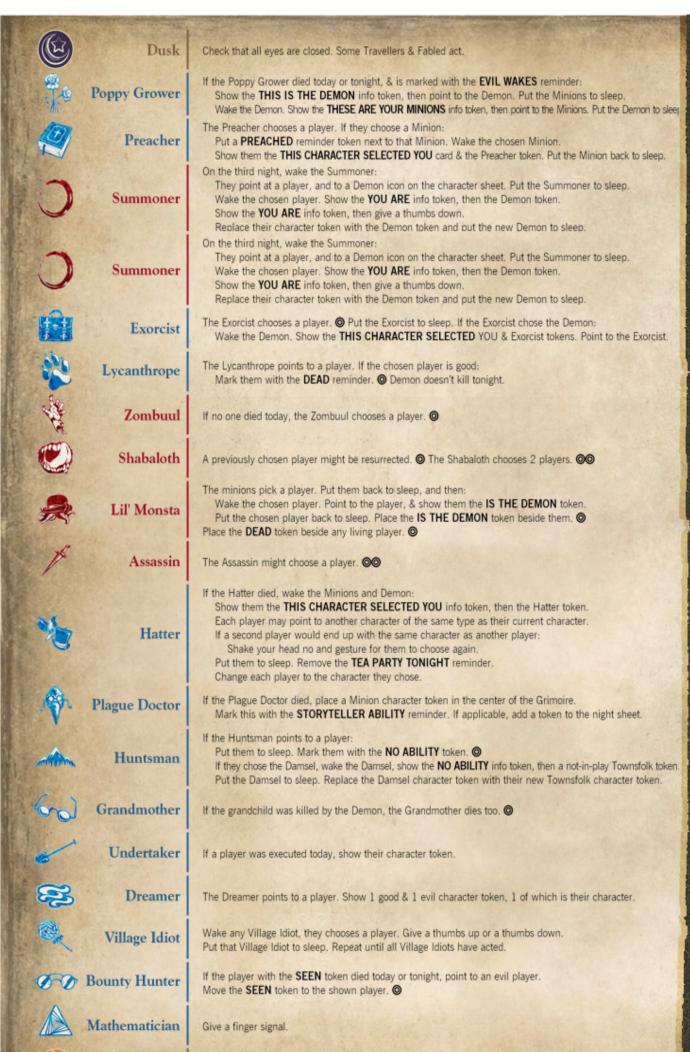
	Summoner	Place the NIGHT 1 reminder.  Show the Summoner 3 not-in-play characters as bluffs.
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
<b>2</b> ,	Poppy Grower	Wake the Demon.
W.	Copp, Cione.	Show the THESE CHARACTERS ARE NOT IN PLAY then Show 3 notingby good drawber thems. Rut the Demon to steep. Do not do the Minion Info and De
M	Minion Info	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
C	Summoner	Place the NIGHT 1 reminder.   Show the Summoner 3 not-in-play characters as bluffs.
D	Demon Info	If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4	Preacher	The Preacher chooses a player, If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token, Put the Minion back to sleep.
	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following:  Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:  Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token.  Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them.
稱	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
	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.
600)	Grandmother	Point to the grandchild player & show their character token.
<b>#</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	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.
60	Bounty Hunter	Wake any player with a Townsfolk character:  Show them the <b>YOU ARE</b> token, & a thumbs down. Put them back to sleep.  Turn their token upside-down. (This shows they are evil.)  Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player.
	Mathematician	Give a finger signal.
<b>*</b>	Dawn	Wait a few seconds. Call for eyes open.
SEE	Vizier	Declare that the Vizier is in play, and which player it is.



Wait a few seconds. Call for eyes open & immediately say who died.

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Dawn