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.

Poppy Grower
Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and De

Minion Info
If there are 7 or more players, wake all Minions:
   Show the **THIS IS THE DEMON** token. Point to the Demon.

Summoner
Place the **NIGHT 1** reminder. ◎
Show the Summoner 3 not-in-play characters as bluffs.

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.

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.

Snake Charmer
The Snake Charmer chooses a player. If they chose the Demon:
   Show the **YOU ARE** & 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 **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

Lycanthrope
Place the **FAUX PAW** reminder ◎ next to a good player.

Engineer
If the Engineer points to a Demon or Minions on their character sheet:
   Swap all appropriate character tokens with new character tokens.
   Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
   Mark the Engineer with the **NO ABILITY** reminder token. ◎

Evil Twin
Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

Organ Grinder
The Organ Grinder either nods or shakes their head:
   If they nod their head, mark them with the **DRUNK** reminder. ◎
   If they shake their head, remove their **DRUNK** reminder.

Lleech
The Lleech picks a player. Mark them with the **POISONED** token. ◎

Clockmaker
Give a finger signal.

Balloonist
Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

Cult Leader
The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
   Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
   Put the Cult Leader back to sleep.
   Turn the Cult Leader token upside-down. (This shows their alignment.)

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.

Butler
The Butler chooses a player. ◎

Mathematician
Give a finger signal.

Dawn
Wait a few seconds. Call for eyes open.

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

Summoner — On the third night, wake the Summoner:
Λ They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
Λ Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
Λ Show the **YOU ARE** info token, then give a thumbs down.
Λ Replace their character token with the Demon token and put the new Demon to sleep.

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

Preacher — The Preacher chooses a player. If they choose a Minion:
Λ Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Λ Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Snake Charmer — The Snake Charmer chooses a player. If they chose the Demon:
Λ Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Λ Put the old Snake Charmer to sleep. Wake the old Demon.
Λ Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

Engineer — If the Engineer points to a Demon or Minions on their character sheet:
Λ Swap all appropriate character tokens with new character tokens.
Λ Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.
Λ Mark the Engineer with the **NO ABILITY** reminder token. ◎

Summoner — On the third night, wake the Summoner:
Λ They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
Λ Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
Λ Show the **YOU ARE** info token, then give a thumbs down.
Λ Replace their character token with the Demon token and put the new Demon to sleep.

Organ Grinder — The Organ Grinder either nods or shakes their head:
Λ If they nod their head, mark them with the **DRUNK** reminder. ◎
Λ If they shake their head, remove their **DRUNK** reminder.

Lycanthrope — The Lycanthrope points to a player. If the chosen player is good:
Λ Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

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

Lleech — The Lleech chooses a player. Mark them with the **DEAD** token. ◎

Legion — You may decide a player that dies. (Once per living Legion) ◎

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. ◎

Cult Leader — The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Λ Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
Λ Put the Cult Leader back to sleep.
Λ Turn the Cult Leader token upside-down. (This shows their alignment.)

Huntsman — If the Huntsman points to a player:
Λ Put them to sleep. Mark them with the **NO ABILITY** token. ◎
Λ If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Λ Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Butler — The Butler chooses a player. ◎

Mathematician — Give a finger signal.

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