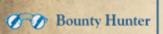**Summoner**
Place the **NIGHT 1** reminder. ◎
Show the Summoner 3 not-in-play characters as bluffs.

Kazali
The Kazali points at a player and a Minion on the character sheet.
   Replace their old character token with the Minion token. Wake the player.
   Show them the **You Are** info token then the Minion character token, and give a thumbs down.
   Repeat until the normal number of Minions exist.
   Put the Kazali to sleep.

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

Philosopher
The Philosopher might choose a character. If necessary, swap their character token. ◎

Magician
If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
   Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
   Put the Minions to sleep. Wake the Demon.
   Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.
   Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

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.

Kazali
The Kazali points at a player and a Minion on the character sheet.
   Replace their old character token with the Minion token. Wake the player.
   Show them the **You Are** info token then the Minion character token, and give a thumbs down.
   Repeat until the normal number of Minions exist.
   Put the Kazali to sleep.

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.

Sailor
The Sailor chooses a living player. ◎

Fearmonger
The Fearmonger picks a player:
   Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."

Steward
Point to the player marked **KNOW**. ◎

Noble
Point to al three players marked **KNOW**.

Clockmaker
Give a finger signal.

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.)

Bounty Hunter
Wake any player with a Townsfolk character:
   Show them the **YOU ARE** 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 **SEEN** token beside the shown player. ◎

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.

Dawn
Wait a few seconds. Call for eyes open.

Vizier
Declare that the Vizier is in play, and which player it is.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎

Summoner	On the third night, 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.

Sailor	The Sailor chooses a living player. ◎
Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ◎ Declare that 'The Fearmonger has chosen a player.'

Summoner	On the third night, 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.
Kazali	The Kazali chooses a player. ◎
Zombuul	If no one died today, the Zombuul chooses a player. ◎
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

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.)

Bounty Hunter	If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ◎

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.

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