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.

Amnesiac — This ability should occur at the appropriate time in the night order. Abilities are usually ordered:
   Poisoners, Protectors, Killers, Information

Boffin — Wake the Boffin and the Demon.
   Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
   Place this second character token by the Demon character token.

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.

Lunatic — If there are 7 or more players, wake the Lunatic:
   Show the **THESE ARE YOUR MINIONS** token. Point to any players.
   Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
   Put the Lunatic to sleep. Wake the Demon.
   Show the **YOU ARE** info token and the Demon token.
   Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

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.

Godfather — Show the character tokens of al in-play Outsiders.

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. ◎

Knight — Point to the two players marked **KNOW**. ◎◎

Librarian — Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Grandmother — Point to the grandchild player & show their character token.

High Priestess — Point to the player whom you most think the High Priestess should speak with tomorrow.

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

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. ◎

Seamstress — The Seamstress might choose 2 players. Nod or shake your head. ◎

Dawn — Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	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.
	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.
	Monk	The Monk chooses 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.
	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.
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
	Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
	Legion	You may decide a player that dies. (Once per living Legion) ◎
	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Banshee	If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎ Publicly announce that the Banshee died.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	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. ◎
	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. ◎
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.