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

Lord Of Typhon
Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
   Show each of these players a unique Minion token, and give a thumbs down.
   Replace these players' good character tokens with these Minion tokens and put these players to sleep.
   Then, do the Minion Info and Demon Info steps as normal.

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

Lil' Monsta
Instead of the normal Minion Info and Demon Info steps, do the following:
   Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
      Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
      Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

Lord Of Typhon
Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
   Show each of these players a unique Minion token, and give a thumbs down.
   Replace these players' good character tokens with these Minion tokens and put these players to sleep.
   Then, do the Minion Info and Demon Info steps as normal.

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.

Marionette
Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon 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. ◎

Poisoner
The Poisoner chooses a player. ◎

Cerenovus
The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

Washerwoman
Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

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. ◎

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.

Chambermaid
The Chambermaid chooses 2 living players. Give a finger signal.

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.

Cannibal — The Cannibal has the ability of the most recently executed player.
They immediately learn any 'you start knowing' 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.

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. ◎

Poisoner — The Poisoner chooses a player. ◎

Cerenovus — The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-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.

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).

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

Lil' Monsta — The minions pick a player. Put them back to sleep, and then:
  Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
  Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Place the **DEAD** token beside any living player. ◎

Lord Of Typhon — The Lord of Typhon chooses a player. ◎

Sage — If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

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. ◎

Oracle — Give a finger signal.

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.

Chambermaid — The Chambermaid chooses 2 living players. Give a finger signal.

Mathematician — Give a finger signal.

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