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.

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.

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. ◎

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.

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.

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.'

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

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

Investigator
Show the Minion character token. Point to both the **MINION** and **WRONG** players.

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

Shugenja
Point your finger horizontally in the direction of the closest evil player.
If the two closest evil players are equidistant, point your finger horizontally in either direction.

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:
 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.

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).

Kazali | The Kazali 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. ◎

No Dashii | The No Dashii chooses a player. ◎

Plague Doctor | If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
 Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

Choirboy | If the Demon killed the King, wake the Choirboy. Point to the Demon player.

Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ◎

Oracle | Give a finger signal.

Undertaker | If a player was executed today, show their character token.

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