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.

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

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.

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.

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. ◎

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

Empath
Give a finger signal.

Village Idiot
Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

Dreamer
The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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.

Damsel
Wake each Minion. Show the Damsel token.

Dawn
Wait a few seconds. Call for eyes open.

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.

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.

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. ◉

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. ◉

Ojo — The Ojo points to a role. If a player has that role, they die. ◉
If the role is out of play, the Storyteller chooses any number of players that die. ◉

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

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

Assassin — The Assassin might choose a player. ◉◉

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.

Empath — Give a finger signal.

Village Idiot — Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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.