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

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.

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.

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.

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

Chef | Give a finger signal.

Clockmaker | Give a finger signal.

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

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

Spy | Show the Grimoire to the Spy for as long as they need.

Ogre | The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.

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.

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

Summoner —
On night two, place the **NIGHT 2** reminder. ◎
On night three, place the **NIGHT 3** reminder ◎ and 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.

Imp —
The Imp chooses a player. ◎ If the Imp chose themselves:
  Replace 1 alive Minion token with a spare Imp token.
  Put the old Imp to sleep. Wake the new Imp.
  Show the **YOU ARE** token, then show the Imp token.

Fang Gu —
The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):
  Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
  Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎

No Dashii — The No Dashii 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. ◎

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

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.

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

Juggler — Give a finger signal.

Spy — Show the Grimoire to the Spy for as long as they need.

Mathematician — Give a finger signal.

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