

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Kazali	<p>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.</p>
	Minion Info	<p>If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.</p>
	Summoner	<p>Place the NIGHT 1 reminder. © Show the Summoner 3 not-in-play characters as bluffs.</p>
	Demon Info	<p>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.</p>
	Marionette	<p>Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.</p>
	Leech	The LLeech picks a player. Mark them with the POISONED token. ©
	Snake Charmer	<p>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. ©</p>
	Godfather	Show the character tokens of all in-play Outsiders.
	Witch	The Witch chooses a player. ©
	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Empath	Give a finger signal.
	Butler	The Butler chooses a player. ©
	Clockmaker	Give a finger signal.
	Steward	Point to the player marked KNOW . ©
	Balloonist	<p>Point to a player (alive or dead). Place the SEEN token next to the shown player. ©</p>
	Nightwatchman	<p>If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token. ©</p>
	Dawn	Wait a few seconds. Call for eyes open.

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	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. ☺
	Witch	The Witch chooses a player. ☺
	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.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. ☺ Demon doesn't kill tonight.
	Zombuul	If no one died today, the Zombuul chooses a player. ☺
	Shabaloth	A previously chosen player might be resurrected. ☺ The Shabaloth chooses 2 players. ☺☺
	LLeech	The LLeech chooses a player. Mark them with the DEAD token. ☺
	Kazali	The Kazali chooses a player. ☺
	Godfather	If an Outsider died today, the Godfather chooses a player. ☺
	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
	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. ☺
	Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token. ☺
	Butler	The Butler chooses a player. ☺
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.