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

	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.

	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.

	Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.
	Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎

	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. ◎

	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.
	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**. ◎

	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. ◎

	Dawn	Wait a few seconds. Call for eyes open.
	Vizier	Declare that the Vizier is in play, and which player it is.

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

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. ◉

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. ◉

Assassin — The Assassin might choose a player. ◉◉

Empath — Give a finger signal.

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

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

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.