| | | |
|---|---|---|
| **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. |
| **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. ◎ |
| **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. ◎ |
| **Evil Twin** | | Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa. |
| **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. |
| **Leviathan** | | Mark the Leviathan with the **DAY 1** reminder. ◎ |
| **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.

**Shabaloth** | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

**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. ◎

**Kazali** | The Kazali chooses a player. ◎

**Assassin** | The Assassin might choose a player. ◎◎

**Professor** | The Professor might choose a dead 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.

**Leviathan** | Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎