FIRST NIGHT

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.
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.
Sailor	The Sailor chooses a living player. ◎
Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the **DRUNK** reminder. ◎ If they shake their head, remove their **DRUNK** reminder.
Witch	The Witch chooses a 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.
Clockmaker	Give a finger signal.
Steward	Point to the player marked **KNOW**. ◎
Noble	Point to al three players marked **KNOW**.
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. ◎
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.
Vizier	Declare that the Vizier is in play, and which player it is.

OTHER NIGHTS

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Sailor	The Sailor chooses a living player. ◎
Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the **DRUNK** reminder. ◎ If they shake their head, remove their **DRUNK** reminder.
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.
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.
Zombuul	If no one died today, the Zombuul chooses a player. ◎
Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
Kazali	The Kazali chooses a player. ◎
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Professor	The Professor might choose a dead 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.
Juggler	Give a finger signal.
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. ◎
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.