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

Yaggababble — Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.

Minion Info — If there are 7 or more players, wake all Minions:
　　Show the **THIS IS THE DEMON** token. Point to the Demon.

Lunatic — If there are 7 or more players, wake the Lunatic:
　　Show the **THESE ARE YOUR MINIONS** token. Point to any players.
　　Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
　　Put the Lunatic to sleep. Wake the Demon.
　　Show the **YOU ARE** info token and the Demon token.
　　Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

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. ◎

Preacher — The Preacher chooses a player. If they choose a Minion:
　　Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
　　Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Xaan — Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
　　Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

Courtier — The Courtier might choose a character. ◎◎

Devil's Advocate — The Devil's Advocate chooses a living player. ◎

Pukka — The Pukka chooses a player. ◎

Grandmother — Point to the grandchild player & show their character token.

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

Chambermaid — The Chambermaid chooses 2 living players. Give a finger signal.

Dawn — Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Sailor	The Sailor chooses a living player. ◎

Preacher	The Preacher chooses a player. If they choose a Minion:
	    Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
	    Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
Courtier	The Courtier might choose a character. ◎◎
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
Gambler	The Gambler chooses a player & a character. ◎
Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
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. ◎
Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎
Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ◎
Assassin	The Assassin might choose a player. ◎◎
Gossip	If the Gossip is due to kill a player, they die. ◎
Professor	The Professor might choose a dead player. ◎◎
Tinker	The Tinker might die. ◎
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.