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.

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.

King
Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.

Engineer
If the Engineer points to a Demon or Minions on their character sheet:
　Swap all appropriate character tokens with new character tokens.
　Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
　Mark the Engineer with the **NO ABILITY** reminder token. ◎

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. ◎

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.

Poisoner
The Poisoner chooses a player. ◎

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

Damsel
Wake each Minion. Show the Damsel token.

Washerwoman
Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Librarian
Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Investigator
Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Fortune Teller
The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Clockmaker
Give a finger signal.

Shugenja
Point your finger horizontally in the direction of the closest evil player.
If the two closest evil players are equidistant, point your finger horizontally in either direction.

Dawn
Wait a few seconds. Call for eyes open.

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

Engineer
If the Engineer points to a Demon or Minions on their character sheet:
  Swap all appropriate character tokens with new character tokens.
  Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
  Mark the Engineer with the **NO ABILITY** reminder token. ◎

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.

Poisoner
The Poisoner chooses a player. ◎

Monk
The Monk chooses a player. ◎

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

Pit-Hag
The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
  Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

Zombuul
If no one died today, the Zombuul chooses a player. ◎

Po
The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*

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. ◎

Sage
If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Damsel
TBD

Fortune Teller
The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

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

Juggler
Give a finger signal.

King
If the number of dead players is equal to or exceeds the number of alive players:
  Wake the King. Show one alive character token. Put the King to sleep.

Dawn
Wait a few seconds. Call for eyes open & immediately say who died.