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.

Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.
Mark the Alchemist with the **IS THE ALCHEMIST** token. ◎ Swap the Alchemist token with this Minion token.
Turn the Minion token upside-down. (This shows they are still good.).

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.

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.

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. ◎◎

Washerwoman

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

Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

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.

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. ◎◎

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.

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.

Al-Hadikhia
The Al-Hadikhia points at three players:
  Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
  Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.
  Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
  Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
  If all three are alive (none have a shroud), add a shroud to all three.

Yaggababble
For each time the Yaggababble publicly said their phrase:
  You may place a **DEAD** token next to a living player. ◎

Kazali
The Kazali chooses a player. ◎

Choirboy
If the Demon killed the King, wake the Choirboy. Point to the Demon player.

Farmer
If the Farmer died tonight:
  Wake an alive good player.
  Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
  Replace their previous character token with a Farmer character token.

Moonchild
If the Moonchild is due to kill a good player, they die. ◎

Town Crier
Either nod or shake your head.

Juggler
Give a finger signal.

Village Idiot
Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

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

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