

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Kazali	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	Minion Info	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the THIS IS THE DEMON token. Point to the Demon.</p>
	Demon Info	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p>
	LLeech	The LLeech picks a player. Mark them with the POISONED token. ⚡
	Xaan	<p>Add the NIGHT reminder token that matches the current night. ⚡</p> <p>On the night that equals the number of Outsiders in play when the game began:</p> <p>Add the X reminder to the Grimoire. ⚡ Remove it the following dusk.</p>
	Poisoner	The Poisoner chooses a player. ⚡
	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.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Butler	The Butler chooses a player. ⚡
	Clockmaker	Give a finger signal.
	Nightwatchman	<p>If the Nightwatchman points at a player:</p> <p>Put the Nightwatchman to sleep.</p> <p>Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token.</p> <p>Point to the Nightwatchman player. Put the chosen player back to sleep.</p> <p>Mark the Nightwatchman with the NO ABILITY reminder token. ⚡</p>
	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.
	Poisoner	The Poisoner chooses a player.
	Innkeeper	The Innkeeper chooses 2 players.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Legion	You may decide a player that dies. (Once per living Legion)
	Imp	The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.
	LLeech	The LLeech chooses a player. Mark them with the DEAD token.
	Kazali	The Kazali chooses a player.
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	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.
	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.