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.

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. ◎

Courtier — The Courtier might choose a character. ◎◎

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.

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.

Balloonist — Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

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. ◎

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

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. ◉

Courtier — The Courtier might choose a character. ◉◉

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. ◉

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

Fang Gu — The Fang Gu chooses a player. ◉ If they chose an Outsider (once only):
   Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
   Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◉

Kazali — The Kazali chooses a player. ◉

Assassin — The Assassin might choose a player. ◉◉

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

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.

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.

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.

Balloonist — Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown player. ◉

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. ◉

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