

**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.

**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 if 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.



Town Crier

Either nod or shake your head.



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.