

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Kazali</b>	<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 <b>You Are</b> 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>
	<b>Minion Info</b>	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.</p>
	<b>Demon Info</b>	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.</p> <p>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</p>
	<b>Xaan</b>	<p>Add the <b>NIGHT</b> 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 <b>X</b> reminder to the Grimoire. ⚡ Remove it the following dusk.</p>
	<b>Poisoner</b>	The Poisoner chooses a player. ⚡
	<b>Courtier</b>	The Courtier might choose a character. ⚡⚡
	<b>Huntsman</b>	<p>If the Huntsman points to a player:</p> <p>Put them to sleep. Mark them with the <b>NO ABILITY</b> token. ⚡</p> <p>If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token.</p> <p>Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.</p>
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Clockmaker</b>	Give a finger signal.
	<b>Balloonist</b>	<p>Point to a player (alive or dead).</p> <p>Place the <b>SEEN</b> token next to the shown player. ⚡</p>
	<b>Bounty Hunter</b>	<p>Wake any player with a Townsfolk character:</p> <p>Show them the <b>YOU ARE</b> token, &amp; a thumbs down. Put them back to sleep.</p> <p>Turn their token upside-down. (This shows they are evil.)</p> <p>Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player. ⚡</p>
	<b>Ogre</b>	<p>The Ogre points to a player:</p> <p>If the player is evil, flip the Ogre's token upside down.</p>
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

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	<b>Xaan</b>	Add the <b>NIGHT</b> reminder token that matches the current night. On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire.  Remove it the following dusk.
	<b>Poisoner</b>	The Poisoner chooses a player.
	<b>Courtier</b>	The Courtier might choose a character.
	<b>Exorcist</b>	The Exorcist chooses a player.  Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player.
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night.  or   (*)
	<b>Fang Gu</b>	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down.
	<b>Kazali</b>	The Kazali chooses a player.
	<b>Assassin</b>	The Assassin might choose a player.
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Huntsman</b>	If the Huntsman points to a player: Put them to sleep. Mark them with the <b>NO ABILITY</b> token. If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> 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.
	<b>Farmer</b>	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Town Crier</b>	Either nod or shake your head.
	<b>Juggler</b>	Give a finger signal.
	<b>Balloonist</b>	Point to a player (alive or dead) with a different role type from the player with the <b>SEEN</b> token. Place the <b>SEEN</b> token next to the shown player.
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.