**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.

**Lil' Monsta**

Instead of the normal Minion Info and Demon Info steps, do the following:
  Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
    Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
    Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

**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.

**Harpy**

The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

**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.

**Chef**

Give a finger signal.

**Empath**

Give a finger signal.

**Butler**

The Butler chooses a player. ◎

**Spy**

Show the Grimoire to the Spy for as long as they need.

**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.

**Gambler** — The Gambler chooses a player & a character. ◎

**Monk** — The Monk chooses a player. ◎

**Harpy** — The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

**Lycanthrope** — The Lycanthrope points to a player. If the chosen player is good:
 Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

**No Dashii** — The No Dashii chooses a player. ◎

**Lil' Monsta** — The minions pick a player. Put them back to sleep, and then:
 Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
 Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Place the **DEAD** token beside any living player. ◎

**Kazali** — The Kazali chooses a player. ◎

**Sweetheart** — If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◎

**Banshee** — If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎
 Publicly announce that the Banshee died.

**Empath** — Give a finger signal.

**Undertaker** — If a player was executed today, show their character token.

**Butler** — The Butler chooses a player. ◎

**Spy** — Show the Grimoire to the Spy for as long as they need.

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