

	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 <b>You Are</b> 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 <b>THIS IS THE DEMON</b> token. Point to the Demon.
	Demon Info	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> 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 <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☹
	Lleech	The Lleech picks a player. Mark them with the <b>POISONED</b> token. ☹
	Xaan	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.
	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☹
	Cerenovus	The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	Mezephales	Show a single word on a piece of paper, phone, or other device.
	Librarian	Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.
	Investigator	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	Chef	Give a finger signal.
	Empath	Give a finger signal.
	Butler	The Butler chooses a player. ☹
	Grandmother	Point to the grandchild player & show their character token.
	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 &amp; 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 &amp; a character. ☺

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon:  
 Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
 Put the old Snake Charmer to sleep. Wake the old Demon.  
 Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺

**Monk**

The Monk chooses a player. ☺

**Cerenovus**

The Cerenovus chooses a player & a character. ☺ Put the Cerenovus to sleep. Wake the target.  
 Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

**Mezepheles**

If a player is marked with the **TURNS EVIL** reminder:  
 Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.  
 Turn their character token upside down. (This shows they are now evil.)  
 Mark the Mezepheles with the **NO ABILITY** reminder. ☺

**Lycanthrope**

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

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☺**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. If 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.

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☺

**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 &amp; immediately say who died.