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.

Marionette | Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.

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.

Courtier | The Courtier might choose a character. ◎◎

Damsel | Wake each Minion. Show the Damsel 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**).

Grandmother | Point to the grandchild player & show their character token.

Clockmaker | Give a finger signal.

Steward | Point to the player marked **KNOW**. ◎

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

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.
	Courtier	The Courtier might choose a character. ◎◎
	Monk	The Monk chooses a player. ◎
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

	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. ◎

	Al-Hadikhia	The Al-Hadikhia points at three players:
		    Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
		    Wake the player marked **1** & say "The A-l Hadikhia has chosen" then the name of the player.
		    Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
		    Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
		    If all three are alive (none have a shroud), add a shroud to all three.

	Kazali	The Kazali chooses a player. ◎
	Damsel	TBD
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's 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.
	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. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.