

	<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>Magician</b>	<p>If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:</p> <p>Wake all Minions. Show the <b>THIS IS THE DEMON</b> token. Point to the Demon &amp; the Magician.</p> <p>Put the Minions to sleep. Wake the Demon.</p> <p>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions &amp; the Magician.</p> <p>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</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>King</b>	Wake the Demon. Show them the <b>THIS PLAYER IS</b> info token, then the King token, then point at the King player.
	<b>LLeech</b>	The LLeech picks a player. Mark them with the <b>POISONED</b> token. ◎
	<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>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ◎
	<b>Cerenovus</b>	<p>The Cerenovus chooses a player &amp; a character. ◎ Put the Cerenovus to sleep. Wake the target.</p> <p>Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token</p>
	<b>Pixie</b>	Show the Townsfolk character token marked <b>MAD</b> .
	<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>Chef</b>	Give a finger signal.
	<b>Butler</b>	The Butler chooses a player. ◎
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Pixie</b>	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ◎
	<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>Innkeeper</b>	The Innkeeper chooses 2 players. ◎◎◎
	<b>Gambler</b>	The Gambler chooses a player & a character. ◎
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ◎
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ◎
	<b>Cerenovus</b>	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
	<b>Pit-Hag</b>	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.
	<b>No Dashii</b>	The No Dashii chooses a player. ◎
	<b>Ojo</b>	The Ojo points to a role. If a player has that role, they die. ◎ If the role is out of play, the Storyteller chooses any number of players that die. ◎
	<b>LLeech</b>	The LLeech chooses a player. Mark them with the <b>DEAD</b> token. ◎
	<b>Kazali</b>	The Kazali chooses 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>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<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>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ◎
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>King</b>	If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
	<b>Butler</b>	The Butler chooses a player. ◎
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.