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.

Alchemist | Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.
Mark the Alchemist with the **IS THE ALCHEMIST** token. ◎ Swap the Alchemist token with this Minion token.
Turn the Minion token upside-down. (This shows they are still good.).

Poppy Grower | Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.

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.

Preacher | The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Wizard | Run the Wizard's ability, if applicable.

Huntsman | If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** 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.

Damsel | Wake each Minion. Show the Damsel token.

Noble | Point to al three players marked **KNOW**.

Village Idiot | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow.

Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal.

Dawn | Wait a few seconds. Call for eyes open.

Dusk — Check that all eyes are closed. Some Travellers & Fabled act.

Poppy Grower — If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
    Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
    Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

Preacher — The Preacher chooses a player. If they choose a Minion:
    Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
    Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Wizard — Run the Wizard's ability, if applicable.

Acrobat — The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

Zombuul — If no one died today, the Zombuul chooses a player. ◎

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-I 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. ◎

Assassin — The Assassin might choose a player. ◎◎

Professor — The Professor might choose a dead player. ◎◎

Huntsman — If the Huntsman points to a player:
    Put them to sleep. Mark them with the **NO ABILITY** token. ◎
    If they chose the Damsel, wake the Damsel, show the **NO ABILITY** 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.

Damsel — TBD

Moonchild — If the Moonchild is due to kill a good player, they die. ◎

Town Crier — Either nod or shake your head.

Village Idiot — Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
    Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

High Priestess — Point to the player whom you most think the High Priestess should speak with tomorrow.

Chambermaid — The Chambermaid chooses 2 living players. Give a finger signal.

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