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.

Magician — If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
   Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
   Put the Minions to sleep. Wake the Demon.
   Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.
   Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

Minion Info — If there are 7 or more players, wake all Minions:
   Show the **THIS IS THE DEMON** token. Point to the Demon.

Summoner — Place the **NIGHT 1** reminder. ◎
Show the Summoner 3 not-in-play characters as bluffs.

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.

Sailor — The Sailor chooses a living player. ◎

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.

Widow — Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎

Fearmonger — The Fearmonger picks a player:
   Mark the chosen player with the **FEAR** reminder. ◎ Declare that 'The Fearmonger has chosen a player.'

Washerwoman — Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Investigator — Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Chef — Give a finger signal.

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Knight — Point to the two players marked **KNOW**. ◎◎

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

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

Sailor | The Sailor chooses a living player. ◎

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.

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

Fearmonger | The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
    Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."

Summoner | On night two, place the **NIGHT 2** reminder. ◎
On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner:
    They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
    Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
    Show the **YOU ARE** info token, then give a thumbs down.
    Replace their character token with the Demon token and put the new Demon to sleep.

Shabaloth | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

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. ◎

Choirboy | If the Demon killed the King, wake the Choirboy. Point to the Demon player.

Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Juggler | Give a finger signal.

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