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

Boffin | Wake the Boffin and the Demon.
Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon character token.

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.

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. ◎◎

Witch | The Witch chooses a player. ◎

Pixie | Show the Townsfolk character token marked **MAD**.

Librarian | Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

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

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

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

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

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.

Mathematician | Give a finger signal.

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

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Pixie	If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◉
	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. ◉◉
	Witch	The Witch chooses a player. ◉
	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◉ or ◉◉(*
	No Dashii	The No Dashii chooses a player. ◉
	Vortox	The Vortox chooses a player. ◉
	Assassin	The Assassin might choose a 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.
	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. ◉
	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.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.