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.

Engineer	If the Engineer points to a Demon or Minions on their character sheet:
	    Swap all appropriate character tokens with new character tokens.
	    Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them t
	    Mark the Engineer with the **NO ABILITY** reminder token. ◎

Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following:
	    Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
	        Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
	        Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

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.
Poisoner	The Poisoner chooses a player. ◎
Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
Pukka	The Pukka chooses a player. ◎
Damsel	Wake each Minion. Show the Damsel token.
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.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Clockmaker	Give a finger signal.
Noble	Point to al three players marked **KNOW**.
Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
Dawn	Wait a few seconds. Call for eyes open.

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

Engineer — If the Engineer points to a Demon or Minions on their character sheet:
Swap all appropriate character tokens with new character tokens.
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them t[…]
Mark the Engineer with the **NO ABILITY** reminder token. ◎

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.

Poisoner — The Poisoner chooses a player. ◎

Monk — The Monk chooses a player. ◎

Devil's Advocate — The Devil's Advocate chooses a living player. ◎

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

Pukka — The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

Lil' Monsta — The minions pick a player. Put them back to sleep, and then:
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Place the **DEAD** token beside any living player. ◎

Kazali — The Kazali chooses a player. ◎

Sage — If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

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

Damsel — TBD

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.

Juggler — Give a finger signal.

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