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.

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.

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.

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.

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

Chef | Give a finger signal.

Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

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

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

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

Nightwatchman | If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

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

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

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.

Scarlet Woman
If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Fang Gu
The Fang Gu chooses a player. ◉ If they chose an Outsider (once only):
    Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
    Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◉

No Dashii
The No Dashii chooses a player. ◉

Vigormortis
The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉

Banshee
If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◉
    Publicly announce that the Banshee died.

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

Farmer
If the Farmer died tonight:
    Wake an alive good player.
    Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
    Replace their previous character token with a Farmer character token.

Fortune Teller
The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

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. ◉

Nightwatchman
If the Nightwatchman points at a player:
    Put the Nightwatchman to sleep.
    Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
    Point to the Nightwatchman player. Put the chosen player back to sleep.
    Mark the Nightwatchman with the **NO ABILITY** reminder token. ◉

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