

**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.

**Yaggababble**

Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.

**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.

**Poisoner**

The Poisoner chooses a player. ☹️

**Damsel**

Wake each Minion. Show the Damsel token.

**Investigator**

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

**Chef**

Give a finger signal.

**Empath**

Give a finger signal.

**Fortune Teller**

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

**Steward**

Point to the player marked **KNOW**. ☹️

**Balloonist**

Point to a player (alive or dead).
Place the **SEEN** token next to the shown player. ☹️

**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.**Poisoner**

The Poisoner chooses a player. ☉

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Po**

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉☉*

**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. ☉**Yaggababble**For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ☉**Kazali**

The Kazali chooses a player. ☉

**Damsel**

TBD

**Ravenkeeper**

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

**Empath**

Give a finger signal.

**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.

**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. ☉**Dawn**

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