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.

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.

King		Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.
Lleech		The Lleech picks a player. Mark them with the **POISONED** 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.
Devil's Advocate		The Devil's Advocate chooses a living player. ◎
Cerenovus		The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token
Pixie		Show the Townsfolk character token marked **MAD**.
Chef		Give a finger signal.
Butler		The Butler chooses a player. ◎
Dreamer		The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Dawn		Wait a few seconds. Call for eyes open.

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

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.

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

Gambler — The Gambler chooses a player & a character. ◎

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

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

Cerenovus — The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

Pit-Hag — The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

No Dashii — The No Dashii chooses a player. ◎

Ojo — The Ojo points to a role. If a player has that role, they die. ◎
If the role is out of play, the Storyteller chooses any number of players that die. ◎

Lleech — The Lleech chooses a player. Mark them with the **DEAD** token. ◎

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.

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

Moonchild — If the Moonchild is due to kill a good player, they die. ◎

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.

King — If the number of dead players is equal to or exceeds the number of alive players:
Wake the King. Show one alive character token. Put the King to sleep.

Butler — The Butler chooses a player. ◎

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