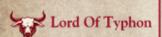
Dusk

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



Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down.

Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



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.



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.



Marionette

Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.



Preacher

The Preacher chooses a player. If they choose a Minion:

Put a PREACHED reminder token next to that Minion. Wake the chosen Minion.

Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.



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.



Mezepheles

Show a single word on a piece of paper, phone, or other device.



Pixie

Show the Townsfolk character token marked MAD.



Empath

Give a finger signal.



Knight

Point to the two players 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.



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.
Preacher	The Preacher chooses a player, If they choose a Minion:  Put a PREACHED reminder token next to that Minion. Wake the chosen Minion.  Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.
Xaan	Add the <b>NIGHT</b> reminder token that matches the current night.   On the night that equals the number of Outsiders in play when the game began:  Add the <b>X</b> reminder to the Grimoire.   Remove it the following dusk.
Mezepheles	If a player is marked with the TURNS EVIL reminder:  Wake them. Show the YOU ARE info token then give a thumbs down. Put them to sleep.  Turn their character token upside down. (This shows they are now evil.)  Mark the Mezepheles with the NO ABILITY reminder.
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
** Vortox	The Vortox chooses a player. <b>⊚</b>
Lord Of Typhon	The Lord of Typhon chooses a player. ◎
G Kazali	The Kazali chooses a player. ◎
Barber	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.
Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Farmer	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
Empath	Give a finger signal.
Town Crier	Either nod or shake your head.
Oracle	Give a finger signal.
Juggler	Give a finger signal.
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.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.