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.

Philosopher

The Philosopher might choose a character. If necessary, swap their 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.

Courtier

The Courtier might choose a character. ◎◎

Fearmonger

The Fearmonger picks a player:
    Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."

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.

Clockmaker

Give a finger signal.

Steward

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

Noble

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

Bounty Hunter

Wake any player with a Townsfolk character:
    Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
    Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ◎

Dawn

Wait a few seconds. Call for eyes open.

Vizier

Declare that the Vizier is in play, and which player it is.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character 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.
	Courtier	The Courtier might choose a character. ◎◎
	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."
	Exorcist	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.

	Imp	The Imp chooses a player. ◎ If the Imp chose themselves:
		    Replace 1 alive Minion token with a spare Imp token.
		    Put the old Imp to sleep. Wake the new Imp.
		    Show the **YOU ARE** token, then show the Imp token.

	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎◎(*
	Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
	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.

	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.

	Bounty Hunter	If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.