



Dusk

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



Philosopher

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



Lunatic

If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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.



Godfather

Show the character tokens of all in-play Outsiders.



Spy

Show the Grimoire to the Spy for as long as they need.



Pukka

The Pukka chooses a player. ☹



Chef

Give a finger signal.



Empath

Give a finger signal.



Balloonist

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



Dreamer

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



Fortune Teller

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



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	Spy	Show the Grimoire to the Spy for as long as they need.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	Pukka	The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹
	No Dashii	The No Dashii chooses a player. ☹
	Godfather	If an Outsider died today, the Godfather chooses a player. ☹
	Assassin	The Assassin might choose a player. ☹☹
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. ☹
	Empath	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. ☹
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Oracle	Give a finger signal.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☹
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.