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

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.

Sailor

The Sailor chooses a living player. ◎

Witch

The Witch chooses a player. ◎

Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Dreamer

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

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.

Sailor | The Sailor chooses a living player. ◉

Monk | The Monk chooses a player. ◉

Witch | The Witch chooses a player. ◉

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).

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.

Zombuul | If no one died today, the Zombuul chooses a player. ◉

Vortox | The Vortox chooses a player. ◉

Gossip | If the Gossip is due to kill a player, they die. ◉

Sweetheart | If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◉

Undertaker | If a player was executed today, show their character token.

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

Town Crier | Either nod or shake your head.

Juggler | Give a finger signal.

Mathematician | Give a finger signal.

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