

**Dusk**

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

**Sailor**

The Sailor chooses a living player. ☺

**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.

**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).

**Legion**

You may decide a player that dies. (Once per living Legion) ☺

**Vortex**

The Vortex chooses a player. ☺

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☺

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☺**Godfather**

If an Outsider died today, the Godfather chooses a player. ☺

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If 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.

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

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

**Seamstress**

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

**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.

**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.