

**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.

**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.

**Dreamer**

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

**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.

**General**

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.

**Dawn**

Wait a few seconds. Call for eyes open.