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

Boffin | Wake the Boffin and the Demon.
Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon 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.

Wizard | Run the Wizard's ability, if applicable.

Evil Twin | Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

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

Pukka | The Pukka chooses a player. ◎

Empath | Give a finger signal.

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

Ogre | The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.

High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow.

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.

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

Wizard | Run the Wizard's ability, if applicable.

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."

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).

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.

Pukka | The Pukka chooses a player. ◉ The previously poisoned player dies then becomes healthy. ◉

Vortox | The Vortox chooses a player. ◉

Al-Hadikhia | The Al-Hadikhia points at three players:
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
Wake the player marked **1** & say "The A-l Hadikhia has chosen" then the name of the player.
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
If all three are alive (none have a shroud), add a shroud to all three.

Empath | Give a finger signal.

Oracle | Give a finger signal.

High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow.

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 & immediately say who died.