

**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.**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. ☺

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon:

Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.

Put the old Snake Charmer to sleep. Wake the old Demon.

Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺**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."**Grandmother**

Point to the grandchild player & show their character token.

**Dreamer**

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

**Ballooning**

Point to a player (alive or dead).

Place the SEEN token next to the shown player. ☹

**Shugenja**

Point your finger horizontally in the direction of the closest evil player.

If the two closest evil players are equidistant, point your finger horizontally in either direction.

**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.

**Nightwatchman**

If the Nightwatchman points at a player:

Put the Nightwatchman to sleep.

Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.

Point to the Nightwatchman player. Put the chosen player back to sleep.

Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹**Ogre**

The Ogre points to a player:

If the player is evil, flip the Ogre's token upside down.

**Mathematician**

Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open.

**Leviathan**Mark the Leviathan with the **DAY 1** reminder. ☹