

**Dusk**

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

**Sailor**

The Sailor chooses a living player. ☉

**Acrobat**The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☉**Witch**

The Witch chooses a player. ☉

**Mezepheles**

If a player is marked with the **TURNS EVIL** reminder:  
 Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.  
 Turn their character token upside down. (This shows they are now evil.)  
 Mark the Mezepheles with the **NO ABILITY** reminder. ☉

**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).

**Shabaloth**

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉

**Vortex**

The Vortex chooses a player. ☉

**Vigormortis**

The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉

**Sweetheart**

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

**Choirboy**

If the Demon killed the King, wake the Choirboy. Point to the Demon player.

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☉

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☉

**Undertaker**

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

**Dreamer**

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

**Seamstress**

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

**Juggler**

Give a finger signal.

**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.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open &amp; immediately say who died.

**Leviathan**Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☉