

**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.**Snitch**Repeat the following process for each Minion:
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.**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.**Fearmonger**The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ☺ Declare that "The Fearmonger has chosen a player."**Pixie**Show the Townsfolk character token marked **MAD**.**Washerwoman**Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.**Empath**

Give a finger signal.

**Butler**

The Butler chooses a player. ☺

**Grandmother**

Point to the grandchild player & show their character token.

**Clockmaker**

Give a finger signal.

**Bounty Hunter**Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☺**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.