



## 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.



## 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.



## Witch

The Witch chooses a player. ☹



## Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



## Damsel

Wake each Minion. Show the Damsel token.



## Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



## Clockmaker

Give a finger signal.



## Seamstress

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



## 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.



## Mathematician

Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open.





Dusk

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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



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. ☺



Witch

The Witch chooses a player. ☹



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:  
 Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.  
 Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Fang Gu

The Fang Gu chooses a player. ☹ If they chose an Outsider (once only):  
 Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  
 Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☹



No Dashii

The No Dashii chooses a player. ☹



Vortex

The Vortex chooses a player. ☹



Vigormortis

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



Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens  
 If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.



Sweetheart

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



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Damsel

TBD



Moonchild

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



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Town Crier

Either nod or shake your head.



Oracle

Give a finger signal.



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.



Mathematician

Give a finger signal.



Dawn

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