



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. ☺



Cerenovus

The Cerenovus chooses a player & a character. ☺ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



Clockmaker

Give a finger signal.



Dreamer

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



Seamstress

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



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.