



Dusk

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



Philosopher

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



Yaggababble

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



Courtier

The Courtier might choose a character. ☹☹



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. ☹



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



Mezepheles

Show a single word on a piece of paper, phone, or other device.



Damsel

Wake each Minion. Show the Damsel token.



Seamstress

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



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.



Vizier

Declare that the Vizier is in play, and which player it is.





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. ☹



Courtier

The Courtier might choose a character. ☹☹



Gambler

The Gambler chooses a player &amp; a character. ☹



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. ☹



Monk

The Monk 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



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. ☹



Legion

You may decide a player that dies. (Once per living Legion) ☹



Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹(\*)



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. ☹



Yaggababble

For each time the Yaggababble publicly said their phrase:  
 You may place a **DEAD** token next to a living player. ☹



Damsel

TBD



Farmer

If the Farmer died tonight:  
 Wake an alive good player.  
 Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.  
 Replace their previous character token with a Farmer character token.



Moonchild

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



Seamstress

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



King

If the number of dead players is equal to or exceeds the number of alive players:  
 Wake the King. Show one alive character token. Put the King to sleep.



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. ☹



Mathematician

Give a finger signal.



Dawn

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