



## 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. ☹



## 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



## Fearmonger

The Fearmonger picks a player:  
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



## 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.





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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. ☉



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



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.



Fearmonger

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:  
Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."



Legion

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



Imp

The Imp chooses a player. ☉ If the Imp chose themselves:  
Replace 1 alive Minion token with a spare Imp token.  
Put the old Imp to sleep. Wake the new Imp.  
Show the **YOU ARE** token, then show the Imp token.



No Dashii

The No Dashii chooses a player. ☉



Vigormortis

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



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.



Dreamer

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



Flowergirl

Either nod or shake your head.



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.



Mathematician

Give a finger signal.



Dawn

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