



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. ☹



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.



Exorcist

The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon:  
 Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.



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.



Lil' Monsta

The minions pick a player. Put them back to sleep, and then:  
 Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
 Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹  
 Place the **DEAD** token beside any living player. ☹



Yaggababble

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



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. ☹



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Tinker

The Tinker might die. ☹



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.



Oracle

Give a finger signal.



Juggler

Give a finger signal.



Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token.  
 Place the SEEN token next to the shown player. ☹



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.



Dawn

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