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|  | <b>Dusk</b>          | Check that all eyes are closed. Some Travellers & Fabled act.   |
|  | <b>Kazali</b>        | <p>The Kazali points at a player and a Minion on the character sheet.<br/>       Replace their old character token with the Minion token. Wake the player.<br/>       Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.<br/>       Repeat until the normal number of Minions exist.<br/>       Put the Kazali to sleep.</p>  |
|  | <b>Philosopher</b>   | The Philosopher might choose a character. If necessary, swap their character token.   |
|  | <b>Minion Info</b>   | <p>If there are 7 or more players, wake all Minions:<br/>       Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.</p>  |
|  | <b>Summoner</b>      | <p>Place the <b>NIGHT 1</b> reminder. <br/>       Show the Summoner 3 not-in-play characters as bluffs.</p>   |
|  | <b>Demon Info</b>    | <p>If there are 7 or more players, wake the Demon:<br/>       Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br/>       Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</p>  |
|  | <b>Witch</b>         | The Witch chooses a player.   |
|  | <b>Cerenovus</b>     | <p>The Cerenovus chooses a player &amp; a character.  Put the Cerenovus to sleep. Wake the target.<br/>       Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token</p>  |
|  | <b>Fearmonger</b>    | <p>The Fearmonger picks a player:<br/>       Mark the chosen player with the <b>FEAR</b> reminder.  Declare that "The Fearmonger has chosen a player."</p>  |
|  | <b>Damsel</b>        | Wake each Minion. Show the Damsel token.  |
|  | <b>Clockmaker</b>    | Give a finger signal.   |
|  | <b>Dreamer</b>       | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.  |
|  | <b>Seamstress</b>    | The Seamstress might choose 2 players. Nod or shake your head.  |
|  | <b>Cult Leader</b>   | <p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br/>       Wake the Cult Leader, show them the <b>YOU ARE</b> token, &amp; either a thumbs down (if evil) or thumbs up (if good).<br/>       Put the Cult Leader back to sleep.<br/>       Turn the Cult Leader token upside-down. (This shows their alignment.)</p> |
|  | <b>Mathematician</b> | Give a finger signal.   |
|  | <b>Dawn</b>          | Wait a few seconds. Call for eyes open.   |

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|  | <b>Dusk</b>          | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | <b>Philosopher</b>   | The Philosopher might choose a character. If necessary, swap their character token. Ⓛ  |
|  | <b>Witch</b>         | The Witch chooses a player. Ⓛ  |
|  | <b>Cerenovus</b>     | The Cerenovus chooses a player & a character. Ⓛ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token  |
|  | <b>Fearmonger</b>    | The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder: Mark the chosen player with the <b>FEAR</b> reminder. Ⓛ Declare that "The Fearmonger has chosen a player."  |
|  | <b>Summoner</b>      | On night two, place the <b>NIGHT 2</b> reminder. Ⓛ On night three, place the <b>NIGHT 3</b> reminder Ⓛ and wake the Summoner:<br>They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.<br>Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token.<br>Show the <b>YOU ARE</b> info token, then give a thumbs down.<br>Replace their character token with the Demon token and put the new Demon to sleep.                         |
|  | <b>Legion</b>        | You may decide a player that dies. (Once per living Legion) Ⓛ  |
|  | <b>No Dashii</b>     | The No Dashii chooses a player. Ⓛ  |
|  | <b>Vigormortis</b>   | The Vigormortis chooses a player. Ⓛ If that player is a Minion, poison a neighboring Townsfolk. Ⓛ Ⓛ  |
|  | <b>Kazali</b>        | The Kazali chooses a player. Ⓛ   |
|  | <b>Hatter</b>        | If the Hatter died, wake the Minions and Demon:<br>Show them the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Hatter token.<br>Each player may point to another character of the same type as their current character.<br>If a second player would end up with the same character as another player:<br>Shake your head no and gesture for them to choose again.<br>Put them to sleep. Remove the <b>TEA PARTY TONIGHT</b> reminder.<br>Change each player to the character they chose. |
|  | <b>Sweetheart</b>    | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. Ⓛ  |
|  | <b>Sage</b>          | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.   |
|  | <b>Damsel</b>        | TBD  |
|  | <b>Moonchild</b>     | If the Moonchild is due to kill a good player, they die. Ⓛ   |
|  | <b>Dreamer</b>       | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.   |
|  | <b>Flowergirl</b>    | Either nod or shake your head.   |
|  | <b>Town Crier</b>    | Either nod or shake your head.   |
|  | <b>Oracle</b>        | Give a finger signal.  |
|  | <b>Seamstress</b>    | The Seamstress might choose 2 players. Nod or shake your head. Ⓛ   |
|  | <b>Juggler</b>       | Give a finger signal.  |
|  | <b>Cult Leader</b>   | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>Wake the Cult Leader, show them the <b>YOU ARE</b> token, & either a thumbs down (if evil) or thumbs up (if good).<br>Put the Cult Leader back to sleep.<br>Turn the Cult Leader token upside-down. (This shows their alignment.)   |
|  | <b>Mathematician</b> | Give a finger signal.  |
|  | <b>Dawn</b>          | Wait a few seconds. Call for eyes open & immediately say who died.   |