

**Dusk**

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

**Kazali**

The Kazali points at a player and a Minion on the character sheet.  
 Replace their old character token with the Minion token. Wake the player.  
 Show them the **You Are** info token then the Minion character token, and give a thumbs down.  
 Repeat until the normal number of Minions exist.  
 Put the Kazali to sleep.

**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. ☹

**Harpy**

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.  
 Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

**Pukka**

The Pukka chooses a player. ☹

**Chef**

Give a finger signal.

**Clockmaker**

Give a finger signal.

**Dreamer**

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

**Mathematician**

Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open.



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. ☹



Witch

The Witch chooses a player. ☹



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.



Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.  
 Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



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.



Legion

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



Pukka

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹



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. ☹



Kazali

The Kazali chooses a player. ☹



Gossip

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



Hatter

If the Hatter died, wake the Minions and Demon:  
 Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.  
 Each player may point to another character of the same type as their current character.  
 If a second player would end up with the same character as another player:  
 Shake your head no and gesture for them to choose again.  
 Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.  
 Change each player to the character they chose.



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.



Tinker

The Tinker might die. ☹



Moonchild

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



Dreamer

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



Flowergirl

Either nod or shake your head.



Oracle

Give a finger signal.



Mathematician

Give a finger signal.



Dawn

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