# FIRST NIGHT

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|---|---|
| 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:<br>Show the **THIS IS THE DEMON** token. Point to the Demon. |
| Demon Info | If there are 7 or more players, wake the Demon:<br>Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.<br>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:<br>Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.<br>Put the old Snake Charmer to sleep. Wake the old Demon.<br>Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎ |
| Evil Twin | Wake both twins. Allow eye contact.<br>Show the good twin's character token to the Evil Twin &vice versa. |
| Witch | The Witch chooses a player. ◎ |
| Cerenovus | The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.<br>Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token |
| 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. |

# OTHER NIGHTS

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|---|---|
| Dusk | Check that all eyes are closed. Some Travellers & 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:<br>Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.<br>Put the old Snake Charmer to sleep. Wake the old Demon.<br>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.<br>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:<br>Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token. |
| Fang Gu | The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):<br>Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.<br>Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎ |
| No Dashii | The No Dashii chooses a player. ◎ |
| Vortox | The Vortox chooses a player. ◎ |
| Vigormortis | The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎ |
| Barber | If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens<br>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. fI 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. |