













First Night

Sects & Violets

	Philosopher	The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
	Minion Info	If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.
	Demon Info	If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play
	Snake Charmer	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
	Evil Twin	Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
	Witch	The Witch points to a player. If that player nominates tomorrow they die immediately.
	Cerenovus	The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
	Clockmaker	Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
	Dreamer	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	Seamstress	The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
	Mathematician	Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

	Dusk	Check that all eyes are closed. Some travellers act.
	Philosopher	If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
	Snake Charmer	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
	Witch	If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
	Cerenovus	The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
	Pit-Hag	The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
	Fang Gu	The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
	No Dashii	The No Dashii points to a player. That player dies.
	Vortex	The Vortex points to a player. That player dies.
	Vigormortis	The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
	Barber	If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
	Sweetheart	Choose a player that is drunk.
	Sage	If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
	Dreamer	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	Flowergirl	Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
	Town Crier	Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
	Oracle	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
	Seamstress	If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
	Juggler	If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
	Mathematician	Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.