

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
	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.
	Leech	The LLeech picks a player. Mark them with the POISONED token. ◎
	Poisoner	The Poisoner chooses a player. ◎
	Courtier	The Courtier might choose a character. ◎◎
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ◎ If they shake their head, remove their DRUNK reminder.
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. ◎ Declare that "The Fearmonger has chosen a player."
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Butler	The Butler chooses a player. ◎
	Steward	Point to the player marked KNOW . ◎
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poisoner	The Poisoner chooses a player. ⚡
	Courtier	The Courtier might choose a character. ⚡⚡
	Innkeeper	The Innkeeper chooses 2 players. ⚡⚡⚡
	Gambler	The Gambler chooses a player & a character. ⚡
	Monk	The Monk chooses a player. ⚡
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ⚡ If they shake their head, remove their DRUNK reminder.
	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. ⚡ Declare that "The Fearmonger has chosen a player."
	Vortox	The Vortox chooses a player. ⚡
	LLeech	The LLeech chooses a player. Mark them with the DEAD token. ⚡
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ⚡
	Professor	The Professor might choose a dead player. ⚡⚡
	Moonchild	If the Moonchild is due to kill a good player, they die. ⚡
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Town Crier	Either nod or shake your head.
	Juggler	Give a finger signal.
	Butler	The Butler chooses a player. ⚡
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.