

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	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.
	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. ⚡
	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.
	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. ⚡
	Cerenovus	The Cerenovus chooses a player & a character. ⚡ Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
	Damsel	Wake each Minion. Show the Damsel token.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ⚡
	Steward	Point to the player marked KNOW . ⚡
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	Gambler	The Gambler chooses a player & a character. ⚡
	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. ⚡
	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.
	Witch	The Witch chooses a player. ⚡
	Cerenovus	The Cerenovus chooses a player & a character. ⚡ Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
	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. ⚡
	No Dashii	The No Dashii chooses a player. ⚡
	Vigormortis	The Vigormortis chooses a player. ⚡ If that player is a Minion, poison a neighboring Townsfolk. ⚡
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ⚡
	Barber	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. 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. 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.
	Damsel	TBD
	Tinker	The Tinker might die. ⚡
	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.