

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Pixie</b>	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☹
	<b>Gambler</b>	The Gambler chooses a player & a character. ☹
	<b>Witch</b>	The Witch chooses a player. ☹
	<b>Cerenovus</b>	The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	<b>Pit-Hag</b>	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 <b>YOU ARE</b> token & their new character token.
	<b>Fang Gu</b>	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☹
	<b>No Dashii</b>	The No Dashii chooses a player. ☹
	<b>Vortex</b>	The Vortex chooses a player. ☹
	<b>Lil' Monsta</b>	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☹ Place the <b>DEAD</b> token beside any living player. ☹
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☹
	<b>Barber</b>	If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Empath</b>	Give a finger signal.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Flowergirl</b>	Either nod or shake your head.
	<b>Town Crier</b>	Either nod or shake your head.
	<b>Oracle</b>	Give a finger signal.
	<b>Mathematician</b>	Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.