



## Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



## 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.



## Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



## 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.



## Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



## Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



## Chef

Give a finger signal.



## Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



## Steward

Point to the player marked **KNOW**. ☹



## Spy

Show the Grimoire to the Spy for as long as they need.



## Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open.



## Vizier

Declare that the Vizier is in play, and which player it is.





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Check that all eyes are closed. Some Travellers & Fabled act.



## 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.



## Exorcist

The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.



## Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉(\*).



## No Dashii

The No Dashii chooses a player. ☉



## Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☉



## Gossip

If the Gossip is due to kill a player, they die. ☉



## Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



## Damsel

TBD



## Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



## Undertaker

If a player was executed today, show their character token.



## Spy

Show the Grimoire to the Spy for as long as they need.



## Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open & immediately say who died.