

**Dusk**

Check that all eyes are closed. Some Travellers &amp; 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 fi 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 &amp; immediately say who died.