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|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | <b>Minion Info</b>    | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.  |
|  | <b>Lunatic</b>        | If there are 7 or more players, wake the Lunatic:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the <b>YOU ARE</b> info token and the Demon token.<br>Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic. |
|  | <b>Demon Info</b>     | If there are 7 or more players, wake the Demon:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.  |
|  | <b>Marionette</b>     | Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token.<br>Put the Demon to sleep.  |
|  | <b>LLeech</b>         | The LLeech picks a player. Mark them with the <b>POISONED</b> token. ☺   |
|  | <b>Poisoner</b>       | The Poisoner chooses a player. ☺   |
|  | <b>Washerwoman</b>    | Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.   |
|  | <b>Librarian</b>      | Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.   |
|  | <b>Chef</b>           | Give a finger signal.  |
|  | <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>Butler</b>         | The Butler chooses a player. ☺   |
|  | <b>Noble</b>          | Point to all three players marked <b>KNOW</b> .  |
|  | <b>Spy</b>            | Show the Grimoire to the Spy for as long as they need.   |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open.  |

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|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.   |
|  | <b>Cannibal</b>       | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.  |
|  | <b>Poisoner</b>       | The Poisoner chooses a player. Ⓜ  |
|  | <b>Monk</b>           | The Monk chooses a player. Ⓜ  |
|  | <b>Lunatic</b>        | Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).  |
|  | <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>Leech</b>          | The LLeech chooses a player. Mark them with the <b>DEAD</b> token. Ⓜ  |
|  | <b>Ravenkeeper</b>    | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.  |
|  | <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>Butler</b>         | The Butler chooses a player. Ⓜ  |
|  | <b>Spy</b>            | Show the Grimoire to the Spy for as long as they need.  |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open & immediately say who died.  |