



Dusk

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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



Engineer

If the Engineer points to a Demon or Minions on their character sheet:

Swap all appropriate character tokens with new character tokens.

Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them toMark the Engineer with the **NO ABILITY** reminder token. ☹

Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Devil's Advocate

The Devil's Advocate chooses a living 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

Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:

Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.

Imp

The Imp chooses a player. ☹ If the Imp chose themselves:

Replace 1 alive Minion token with a spare Imp token.

Put the old Imp to sleep. Wake the new Imp.

Show the **YOU ARE** token, then show the Imp token.

No Dashii

The No Dashii chooses a player. ☹



Vortex

The Vortex chooses a player. ☹



Lleech

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

Plague Doctor

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.

Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

Damsel

TBD



Fortune Teller

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

Oracle

Give a finger signal.



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Dawn

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