



## 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.



## Xaan

Add the **NIGHT** reminder token that matches the current night. ☹  
On the night that equals the number of Outsiders in play when the game began:  
Add the **X** reminder to the Grimoire. ☹ Remove it the following dusk.



## Devil's Advocate

The Devil's Advocate chooses a living player. ☹



## Damsel

Wake each Minion. Show the Damsel token.



## Chef

Give a finger signal.



## Fortune Teller

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



## Grandmother

Point to the grandchild player & show their character token.



## Steward

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



## Spy

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



## Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

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

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☉  
 On the night that equals the number of Outsiders in play when the game began:  
 Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Gambler**

The Gambler chooses a player &amp; a character. ☉

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☉

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

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉

**Po**

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

**Fang Gu**

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 **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☉

**No Dashii**

The No Dashii chooses a player. ☉

**Damsel**

TBD

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☉

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**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.

**Dawn**

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