

# A Lleech of Distrust - First Night

**Dusk**

Start the Night Phase.

**Minion Info**

If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.

**Lunatic**

If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.

**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.

**Marionette**

Wake the Demon. Point to the player marked IS THE MARIONETTE and show the THIS PLAYER IS token and the Marionette character token.

**Lleech**

The Lleech chooses a player.

**Devil's Advocate**

The Devil's Advocate chooses a living player.

**Pixie**

Show the Townsfolk character token marked MAD.

**Dawn**

Wait for a few seconds. End the Night Phase.

## A Lleech of Distrust - Other Nights



**Dusk** | Start the Night Phase.



**Devil's Advocate** | The Devil's Advocate chooses a living player.



**Lunatic** | 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).



**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.



**Lleech** | The Lleech chooses a player.



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



**Juggler** | Give a finger signal.



**Dawn** | Wait for a few seconds. End the Night Phase.