



Dusk

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



Poppy Grower

Wake the Demon.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.  
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.



Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



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.



Sailor

The Sailor chooses a living player. ☉



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉



Courtier

The Courtier might choose a character. ☉☉



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Pukka

The Pukka chooses a player. ☉



Grandmother

Point to the grandchild player & show their character token.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Poppy Grower</b>	If the Poppy Grower died today or tonight, & is marked with the <b>EVIL WAKES</b> reminder: Show the <b>THIS IS THE DEMON</b> info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the <b>THESE ARE YOUR MINIONS</b> info token, then point to the Minions. Put the Demon to sleep.
	<b>Sailor</b>	The Sailor chooses a living player. ☹
	<b>Courtier</b>	The Courtier might choose a character. ☹☹
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☹☹☹
	<b>Gambler</b>	The Gambler chooses a player & a character. ☹
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living 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>Exorcist</b>	The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ☹
	<b>Pukka</b>	The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹
	<b>Lil' Monsta</b>	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☹ Place the <b>DEAD</b> token beside any living player. ☹
	<b>Assassin</b>	The Assassin might choose a player. ☹☹
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☹
	<b>Professor</b>	The Professor might choose a dead player. ☹☹
	<b>Tinker</b>	The Tinker might die. ☹
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ☹
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.