



Philosopher

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



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.

Put the Minions to sleep. Wake the Demon.

Show the THESE ARE YOUR MINIONS token. Point to al Minions &the Magician.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Minion Info

If there are 7 or more players, wake all Minions:

Show the THIS IS THE DEMON token. Point to the Demon.



Snitch

Repeat the following process for each Minion:

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Demon Info

If there are 7 or more players, wake the Demon:

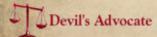
Show the THESE ARE YOUR MINIONS token. Point to all Minions.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



King

Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player.



The Devil's Advocate chooses a living player. @



Witch

The Witch chooses a player. @



Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Clockmaker

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

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