



Dusk

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



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. ☹



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.



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.



Sailor

The Sailor chooses a living player. ☹



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Pukka

The Pukka chooses a player. ☹



Washerwoman

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



Empath

Give a finger signal.



Butler

The Butler chooses a player. ☹



Chambermaid

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



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Sailor

The Sailor chooses a living player. ☉



Monk

The Monk chooses a player. ☉



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.

Pukka

The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉



Lil' Monsta

The minions pick a player. Put them back to sleep, and then:
 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. ☉
 Place the **DEAD** token beside any living player. ☉



Legion

You may decide a player that dies. (Once per living Legion) ☉



Assassin

The Assassin might choose a player. ☉☉



Acrobat

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☉

Professor

The Professor might choose a dead player. ☉☉



Tinker

The Tinker might die. ☉



Ravenkeeper

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



Farmer

If the Farmer died tonight:
 Wake an alive good player.
 Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
 Replace their previous character token with a Farmer character token.



Empath

Give a finger signal.



Butler

The Butler chooses a player. ☉



Chambermaid

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



Dawn

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