



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.



Marionette

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



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. ☹



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺



Fortune Teller

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



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Noble

Point to all three players marked **KNOW**.



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
 Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
 Put the old Snake Charmer to sleep. Wake the old Demon.
 Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹



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. ☹☹



No Dashii

The No Dashii chooses a player. ☹



Vigormortis

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹



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. ☹



Assassin

The Assassin might choose a player. ☹☹



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹
 Publicly announce that the Banshee died.



Professor

The Professor might choose a dead player. ☹☹



Moonchild

If the Moonchild is due to kill a good player, they die. ☹



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**).

Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Juggler

Give a finger signal.



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
 Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
 Put the Cult Leader back to sleep.
 Turn the Cult Leader token upside-down. (This shows their alignment.)



Dawn

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