



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.



Summoner

Place the **NIGHT 1** reminder. ☹
Show the Summoner 3 not-in-play characters as bluffs.



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.



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. ☹



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



Chef

Give a finger signal.



Empath

Give a finger signal.



Butler

The Butler chooses a player. ☹



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Monk**

The Monk chooses a player. ☉

**Summoner**

On night two, place the **NIGHT 2** reminder. ☉
On night three, place the **NIGHT 3** reminder ☉ and wake the Summoner:
They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
Show the **YOU ARE** info token, then give a thumbs down.
Replace their character token with the Demon token and put the new Demon to sleep.

**Legion**

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

**Lleech**

The Lleech chooses a player. Mark them with the **DEAD** token. ☉

**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. ☉

**Gossip**

If the Gossip is due to kill a player, they die. ☉

**Plague Doctor**

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

**Professor**

The Professor might choose a dead player. ☉☉

**Empath**

Give a finger signal.

**Undertaker**

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

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ☉

**Butler**

The Butler chooses a player. ☉

**Dawn**

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