

























# First Night

# Comrade Demon

	<b>Minion Info</b>	If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.
	<b>Lunatic</b>	Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.
	<b>Demon Info</b>	If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play
	<b>Marionette</b>	Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
	<b>Lil' Monsta</b>	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
	<b>Pukka</b>	The Pukka points to a player. That player is poisoned.
	<b>Investigator</b>	Show the character token of a Minion in play. Point to two players, one of which is that character.
	<b>Empath</b>	Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	<b>Noble</b>	Point to 3 players including one evil player, in no particular order.
	<b>Nightwatchman</b>	The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

# Other Nights

# Comrade Demon

	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Lunatic</b>	Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
	<b>Pukka</b>	The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
	<b>Lil' Monsta</b>	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
	<b>Barber</b>	If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
	<b>Moonchild</b>	If the Moonchild used their ability to target a player today: If that player is good, they die.
	<b>Empath</b>	Show the finger signal (0, 1, 2) for the number of evil neighbours.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	<b>Nightwatchman</b>	The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.