

The Minion is Angeled and the Demon Has Two Bluffs - First Night

by Rohan Sarvaria



Dusk Start the Night Phase.



Angel Announce which players are protected by the Angel. Add the PROTECTED token to the relevant players.



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



Minion Info If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.



Lunatic If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.



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.



Engineer The Engineer might choose Minions or Demons. If they do: Put the Engineer to sleep. Wake a target, show them the YOU ARE token and their new character token, then put that target to sleep. Repeat for all players that changed characters.



Devil's Advocate The Devil's Advocate chooses a living player.



Pukka The Pukka chooses a player.



Empath Give a finger signal.



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



Mathematician Give a finger signal.



Dawn Wait for a few seconds. End the Night Phase.

The Minion is Angeled and the Demon Has Two Bluffs - Other Nights

by Rohan Sarvaria



Dusk | Start the Night Phase.



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



Engineer | The Engineer might choose Minions or Demons. If they do: Put the Engineer to sleep. Wake a target, show them the YOU ARE token and their new character token, then put that target to sleep. Repeat for all players that changed characters.



Devil's Advocate | The Devil's Advocate chooses a living player.



Pit-Hag | The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.



Lunatic | Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



Legion | A player might die.



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



No Dashii | The No Dashii chooses a player.



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



Empath | Give a finger signal.



Juggler | Give a finger signal.



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



Mathematician | Give a finger signal.



Dawn | Wait for a few seconds. End the Night Phase.