

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

by Rohan Sarvaria



**Philosopher**

The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.



**Magician**

Show the Magician as a Demon during Minion Info. Show the Magician as a Minion during Demon Info.



**Minion Info**

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.



**Lunatic**

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.



**Demon Info**

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



**Engineer**

The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.



**Devil's Advocate**

The Devil's Advocate points to a living player. That player survives execution tomorrow.



**Pukka**

The Pukka points to a player. That player is poisoned.



**Empath**

Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.



**Chambermaid**

The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.



**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

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

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**Dusk**

Check that all eyes are closed. Some travellers act.



**Philosopher**

If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.



**Engineer**

The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.



**Devil's Advocate**

The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.



**Pit-Hag**

The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.



**Lunatic**

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.



**Legion**

Choose a player, that player dies.



**Pukka**

The Pukka points to a player. That player is poisoned. The previously poisoned player dies.



**No Dashii**

The No Dashii points to a player. That player dies.



**Vigormortis**

The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.



**Empath**

Show the finger signal (0, 1, 2) for the number of evil neighbours.



**Juggler**

If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.



**Chambermaid**

The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.



**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.