| | THE RESERVE AND DESCRIPTION OF THE PERSON NAMED IN COLUMN TWO | |
|--|--|--|
| | | |
| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Dusk | Check triat an eyes are crosed. Some Travellers & Pabled act. |
| Page 1 | | |
| | | |
| | Philosopher | The Philosopher might choose a character. If necessary, swap their character token. |
| V | | |
| P. S. C. | | If there are 7 are not always inches of the areas Minima Info and Danson Info atoms of the fallowing |
| N.4. | | If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THIS IS THE DEMON token. Point to the Demon & the Magician. |
| | Magician | Put the Minions to sleep. Wake the Demon. |
| | | Show the THESE ARE YOUR MINIONS token. Point to al Minions & the Magician. |
| | | Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. |
| | | |
| | | 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: |
| - The | Lil' Monsta | 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. |
| | | |
| M | | If there are 7 or more players, wake all Minions: |
| De | Minion Info | Show the THIS IS THE DEMON token. Point to the Demon. |
| | The second | |
| 9 | MAIN THE REAL PROPERTY. | If there are 7 or more players, wake the Demon: |
| 6 | Demon Info | 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. |
| | | |
| 1 | Mantanana | Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. |
| | Marionette | Put the Demon to sleep. |
| | | |
| - | | The Snake Charmer chooses a player. If they chose the Demon: |
| | Snake Charmer | Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. |
| | Shake Charmer | Put the old Snake Charmer to sleep. Wake the old Demon. |
| | | Show the YOU ARE and Snake Charmer tokens & give a thumbs up. |
| 088 | | |
| No. | Cerenovus | The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. |
| 6 | | Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token |
| | | |
| | Librarian | Change O Address to the Color Color to both the OUTCIDED and WIDOMC along |
| | Librarian | Show the Outsider character token. Point to both the OUTSIDER and WRONG players. |
| | | |
| | | |
| 4 | Pixie | Show the Townsfolk character token marked MAD. |
| | | |
| No. | S STORE OF THE STO | |
| C | Empath | Give a finger signal. |
| V | | are a mage splint. |
| | | |
| | | If you believe that the good team is winning, give a thumbs up. |
| | General | If you believe that the evil team is winning, give a thumbs down. |
| NO. | TO PAGE 18 TO THE PAG | If you don't know which team is winning, give a thumbs to the side. |
| 1 | | |
| 8 | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| 5 | | |
| 1 | | |
| | | If the Huntsman points to a player: |
| - Allen | Huntsman | Put them to sleep. Mark them with the NO ABILITY token. If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. |
| THE PARTY NAMED IN | TOTAL PROPERTY. | Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token. |
| A STATE OF THE PARTY OF THE PAR | The same of the sa | Control of the contro |
| 8 | | |
| No | Damsel | Wake each Minion. Show the Damsel token. |



Dawn

Wait a few seconds. Call for eyes open.