		The state of the s
		在一个时间的时间,可以是一个时间的一个时间,但是一个时间的一个时间,这个时间的一个时间的一个时间的一个时间的一个时间的一个时间的一个时间的一个时间的一
(G)		
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
PERSON		
		On the third night, wake the Summoner:
		They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
	Summoner	Wake the chosen player. Show the YOU ARE info token, then the Demon token.
	Summoner	
		Show the YOU ARE info token, then give a thumbs down.
Ballery		Replace their character token with the Demon token and put the new Demon to sleep.
16	Sailor	The Sailor chooses a living player.
T.		
	THE REAL PROPERTY OF THE PARTY	
	0	
Y	Courtier	The Courtier might choose a character. 🚳
19860		If the Engineer points to a Demon or Minions on their character sheet:
900	Postores	Swap all appropriate character tokens with new character tokens.
307	Engineer	Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to
		Mark the Engineer with the NO ABILITY reminder token.
1000		
V		
75	Spy	Show the Grimoire to the Spy for as long as they need.
	Walter Control of the	
		On the third night, wake the Summoner:
The Real Property lies	Cummanan	They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
	Summoner	Wake the chosen player. Show the YOU ARE info token, then the Demon token.
9		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.
6		Do whatever needs to be done to simulate the Demon acting.
	Lunatic	Put the Lunatic to sleep. Wake the Demon.
	Daniel Control	Show the Lunatic token &point to them, then their target(s).
		Show the Editable token apoint to them, then their talget(s).
2.84		
The second	Zombuul	If no one died today, the Zombuul chooses a player.
14		
		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.
7	Lil' Monsta	Put the chosen player back to sleep. Place the IS THE DEMON token beside them.
-		Place the DEAD token beside any living player.
		Flace the DEAD token beside any fiving player.
(5)	1983 A	
3	Vortox	The Vortox chooses a player.
al .		
	CHARLES THE RESERVE OF THE PARTY OF THE PART	
		The state of the s
5	Lord Of Typhon	The Lord of Typhon chooses a player.
	Dora Or Typhon	The Lord of Typhion Chooses a player.
MERCE		
ENOUGE CO		
1	California de la companya della companya della companya de la companya della comp	
	Assassin	The Assassin might choose a player.
1000		
	State	
Dir		
5	Pixie	If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this character:
4	Pixie	Replace the MAD reminder with the HAS ABILITY reminder.
991	A SHARE WITH THE PARTY OF THE P	
-	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
00		
AND COM		
^	The second	
	M.d.	
	Mathematician	Give a finger signal.
SEPTEMBER .		
8	THE STATE OF THE PARTY OF	

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

Dawn