	No. of the last of	The Kazali points at a player and a Minion on the character sheet.
Do	77 11	Replace their old character token with the Minion token. Wake the player.
40	Kazali	Show them the You Are info token then the Minion character token, and give a thumbs down.
Mary Control		Repeat until the normal number of Minions exist.
		Put the Kazali to sleep.
(W)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5000		
		This ability should occur at the appropriate time in the night order. Abilities are usually ordered:
	Amnesiac	Poisoners, Protectors, Killers, Information
	ALEXANDER ST.	Total Grant Control of Translation
		If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
Ada	POR SERVICE DE LA COMPANIE DE LA COM	Wake all Minions. Show the THIS IS THE DEMON token. Point to the Demon & the Magician.
CV)	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.
MAN TO SERVICE		
100	Vassalakkla	Write a phrase down so that the Yaggababble can read it.
Ville.	Yaggababble	Show the Yaggababble the phrase.
15.4	AND THE PARTY OF T	
X	Minion Info	If there are 7 or more players, wake all Minions:
M	410	Show the THIS IS THE DEMON token. Point to the Demon.
	The second section of	
MARINE S		The Kazali points at a player and a Minion on the character sheet.
Da	77 P	Replace their old character token with the Minion token. Wake the player.
40	Kazali	Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.
THE PARTY OF		Repeat until the normal number of Minions exist.
		Put the Kazali to sleep.
9		If there are 7 or more players, wake the Demon:
	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.
		If the Engineer exists to a Demon or Minimus on their sharester sheet
eller.		If the Engineer points to a Demon or Minions on their character sheet:
0	Engineer	Swap all appropriate character tokens with new character tokens.  Wake each evil player that changed character, show the <b>YOU ARE</b> info token, then their new character token. Put them to
		Mark the Engineer with the NO ABILITY reminder token.
	*****	Show the Grimoire for as long as the Widow needs.
	Widow	The Widow picks a player. Mark that player with a POISONED reminder. Put the Widow to sleep.
(0)		Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder.
~4		
ALL.	Harpy	The Harpy chooses a player ② & then another player. ② Put the Harpy to sleep. Wake the first target.
4 9		Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
000	PRINCE LEAVE	
1	r.	The Fearmonger picks a player:
	Fearmonger	Mark the chosen player with the <b>FEAR</b> reminder. © Declare that "The Fearmonger has chosen a player."
		payer.
(A)	Market State of the State of th	
197	Clockmaker	Give a finger signal.
Vu)	The state of the s	
	Toring the second	
60		
	Empath	Give a finger signal.
<b>60</b> 0		
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
1	and and	Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	The second second	
	A PROPERTY OF THE PARTY OF THE	Wake any player with a Townsfolk character:
Or Co	<b>Bounty Hunter</b>	Show them the YOU ARE token, & a thumbs down. Put them back to sleep.
0	,	Turn their token upside-down. (This shows they are evil.)
	The same of the sa	Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player.
and the same	Ogre	The Ogre points to a player:
18 3 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	W. Commission of the Commissio	If the player is evil, flip the Ogre's token upside down.
BURNEY CO	The state of the s	

Dawn

Wait a few seconds. Call for eyes open.

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	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
?	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
**	Cannibal	The Cannibal has the ability of the most recently executed player.  They immediately learn any 'you start knowing' information.
Z	Monk	The Monk chooses a player. ◎
<b>Q</b>	Engineer	If the Engineer points to a Demon or Minions on their character sheet:  Swap all appropriate character tokens with new character tokens.  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.
PE	Harpy	The Harpy chooses a player <b>②</b> & then another player, <b>③</b> Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder:  Mark the chosen player with the FEAR reminder.   Declare that "The Fearmonger has chosen a player."
	Exorcist	The Exorcist chooses a player.   Put the Exorcist to sleep. If the Exorcist chose the Demon:  Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player.
9	Kazali	The Kazali chooses a player. <b>⊚</b>
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
<b>©</b>	Moonchild	If the Moonchild is due to kill a good player, they die.
<b>\$</b>	Empath	Give a finger signal.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
60	Bounty Hunter	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.  Move the <b>SEEN</b> token to the shown player.
	Undertaker	If a player was executed today, show their character token.
(Fig.	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.