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		the first of the contract of t
	CONTROL OF THE PERSON.	The Mareli spirite at a place and a Ministran the phase terral spirit
		The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player.
0/2	Kazali	Show them the You Are info token then the Minion character token, and give a thumbs down.
9	Razan	Repeat until the normal number of Minions exist.
多自 思导义(0		Put the Kazali to sleep.
		Tut the maran to sleep.
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	THE PERSON NAMED IN	
The state of the s		
.		Wake the Demon.
TAY .	Poppy Grower	
AK .	A CONTRACTOR OF THE PARTY OF TH	Show the THESE CHARACTERS ARE NOT IN PLAY then Show 3 notinglay good dreader thems. Put the Demon to steep. Do not do the Minion Info and De
A SECTION		
1 400	W 1 111	Write a phrase down so that the Yaggababble can read it.
	Yaggababble	Show the Yaggababble the phrase.
		and the tabbassass are burges.
SEE SEE		
M	VC - 1.6	If there are 7 or more players, wake all Minions:
D. W.	Minion Info	Show the THIS IS THE DEMON token. Point to the Demon.
	The State of the last of the l	
	The second second	The Kazali points at a player and a Minion on the character sheet.
		Replace their old character token with the Minion token. Wake the player.
05	Kazali	Show them the You Are info token then the Minion character token, and give a thumbs down.
9	Attiatiti	Repeat until the normal number of Minions exist.
		Put the Kazali to sleep.
	No. of the last of	
		If there are 7 or more players, wake the Lunatic:
6		Show the THESE ARE YOUR MINIONS token. Point to any players.
	Lunatic	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.
90		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.
No.		
	Lycanthrope	Place the FAUX PAW reminder @ next to a good player.
		If the Engineer points to a Demon or Minions on their character sheet:
and the same		Swap all appropriate character tokens with new character tokens.
	Engineer	Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to
	CONTRACTOR OF THE PARTY OF THE	Mark the Engineer with the NO ABILITY reminder token.
A)		The Harpy chooses a player ② & then another player. ③ Put the Harpy to sleep. Wake the first target.
May	Harpy	Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
The same of		Show the This Character Selected Too token, the Harpy token, then point to the second target.
No.	Self-March Control	
1	Manual	
y	Mezepheles	Show a single word on a piece of paper, phone, or other device.
1 De		
TO LOCAL TO		
	Empath	Chia a finger signal
	Linpatii	Give a finger signal.
	A SHEET COLORS	
3	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
6	The state of the s	parity of a project and a good of a control of the
19 (18 S		
SMITH	THE REAL PROPERTY.	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
	Cult Leader	Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good).
W.	Cuit Denuel	Put the Cult Leader back to sleep.
A TOP OF THE PARTY		Turn the Cult Leader token upside-down. (This shows their alignment.)
	ATTENDED TO SECOND	
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Tortune Tener	The Fortune Teller Chooses 2 players. Not it either is the Demon (of the RED NERRING).
Λ		
	Mathematician	Give a finger signal.
	i i i i i i i i i i i i i i i i i i i	

Dawn Wait a few seconds. Call for eyes open.

STATE OF THE PARTY OF	CONTRACTOR SERVICES	The second secon
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
**************************************	Poppy Grower	If the Poppy Grower died today or tonight, & is marked with the EVIL WAKES reminder: Show the THIS IS THE DEMON info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the THESE ARE YOUR MINIONS info token, then point to the Minions. Put the Demon to slee
•	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.
	Gambler	The Gambler chooses a player & a character.
PH	Harpy	The Harpy chooses a player ② & then another player. ② Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
R	Mezepheles	If a player is marked with the TURNS EVIL reminder: Wake them. Show the YOU ARE info token then give a thumbs down. Put them to sleep. Turn their character token upside down. (This shows they are now evil.) Mark the Mezepheles with the NO ABILITY reminder.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. O Demon doesn't kill tonight.
	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).
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ③
05	Kazali	The Kazali chooses a player. ⊚
*	Zombuul	If no one died today, the Zombuul chooses a player. 🎯
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
×	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
\$	Empath	Give a finger signal.
*	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.