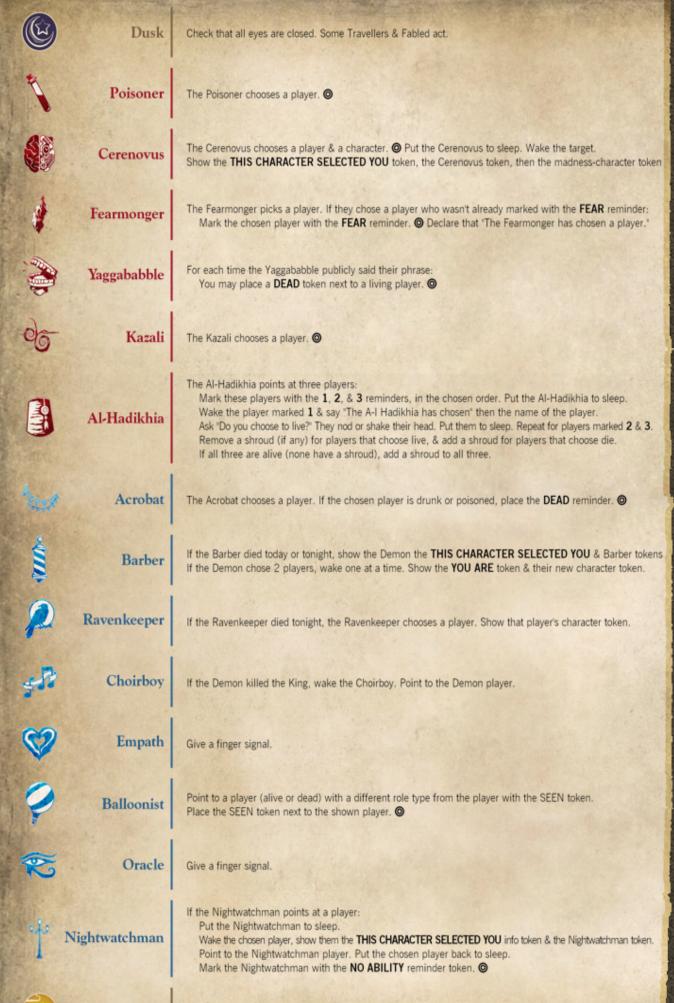
		The Kazali points at a player and a Minion on the character sheet.
00	Kazali	Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down.
		Repeat until the normal number of Minions exist. Put the Kazali to sleep.
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
		If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
طفان	Magician	Wake all Minions. Show the THIS IS THE DEMON token. Point to the Demon & the 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.
100	Yaggababble	Write a phrase down so that the Yaggababble can read it.
-	laggababble	Show the Yaggababble the phrase.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
		Show the This is the belief token, Found to the bellion.
		The Kazali points at a player and a Minion on the character sheet.
00	Kazali	Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down.
9		Repeat until the normal number of Minions exist.
		Put the Kazali to sleep.
1	Demon Info	If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token, Point to all Minions.
C	Demon Into	Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
•4		
	Poisoner	The Poisoner chooses a player.
48	Cerenovus	The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target.
E	Cerenovus	Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
4	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. Declare that "The Fearmonger has chosen a player."
	Knight	Point to the two players marked KNOW 88
The state of the s	Kinght	Point to the two players marked KNOW. ©©
-		
	Empath	Give a finger signal.
0	Balloonist	Point to a player (alive or dead).
	Danoonist	Place the SEEN token next to the shown player. ◎
		If the Nightwatchman points at a player:
U.	Nightanatal	Put the Nightwatchman to sleep.
	Nightwatchman	Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep.
		Mark the Nightwatchman with the NO ABILITY reminder token. ◎
1 le	Damsel	Wake each Minion. Show the Damsel token.
The state of the s	Ogre	The Ogre points to a player:
SEAL SE		If the player is evil, flip the Ogre's token upside down.

Dawn

Wait a few seconds. Call for eyes open.



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

Dawn