

Show them the YOU ARE token, & a thumbs down. Put them back to sleep.

Turn their token upside-down, (This shows they are evil.)

Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. @

If the Nightwatchman points at a player:

Put the Nightwatchman to sleep.

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. @

The Ogre points to a player: Ogre

If the player is evil, flip the Ogre's token upside down.

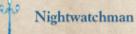
Dawn

Nightwatchman

Wait a few seconds. Call for eyes open.

CONTROL OF		
	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.
	Wizard	Run the Wizard's ability, if applicable.
2	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.
PE	Harpy	The Harpy chooses a player <b>②</b> & then another player. <b>②</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.
8_	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.
No.	Zombuul	If no one died today, the Zombuul chooses a player. <b>⊚</b>
4	Lord Of Typhon	The Lord of Typhon chooses a player. <b>⊚</b>
	Al-Hadikhia	The Al-Hadikhia points at three players:  Mark these players with the 1, 2, & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep.  Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player.  Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3.  Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  If all three are alive (none have a shroud), add a shroud to all three.
2	Lil' Monsta	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.  Put the chosen player back to sleep. Place the IS THE DEMON token beside them.   Place the DEAD token beside any living player.   ■
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<b>(2)</b>	Empath	Give a finger signal.
<b>3</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
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.
		If the Nightwatchman points at a player:





If the Nightwatchman points at a player: Put the Nightwatchman to sleep.

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. @



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