1	ALC: A PROPERTY OF	Place the NIGHT 1 reminder.
	Summoner	Show the Summoner 3 not-in-play characters as bluffs.
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
M	ALCO DE LA COLONIA DE LA COLON	If there are 7 or more players, wake all Minions:
AL	Minion Info	Show the THIS IS THE DEMON token. Point to the Demon.
		If there are 7 or more players, wake the Lunatic:
6		Show the THESE ARE YOUR MINIONS token. Point to any players.
(0)	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.
	Summoner	Place the NIGHT 1 reminder. Show the Summoner 3 not-in-play characters as bluffs.
		Show the Summoner 3 not-in-play characters as bluns.
•		If there are 7 or more players, wake the Demon:
(1)	Demon Info	Show the THESE ARE YOUR MINIONS token. Point to all Minions.
C	A STATE OF THE PARTY OF THE PAR	Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
601		Show the Crimaire for as long as the Widow needs
	Widow	Show the Grimoire for as long as the Widow needs. 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.
3	Damsel	Wake each Minion. Show the Damsel token.
100	Danisci	Tranc cast William, Show the Danise token.
MANY	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
An-	Washer Wollian	Show the Townstork Character token, Tourit to both the Towns of Amount players.
	Librarian	Show the Outsider character token, Point to both the OUTSIDER and WRONG players.
	Dioranan	Show the Outsider Character token, Form to boar the Oor Siber and Whong players.
0	Investigator	Show the Minion character token. Point to both the MINION and WPONG players
	Hivestigator	Show the Minion character token. Point to both the MINION and WRONG players.
1000	THE REAL PROPERTY.	
	Chef	China a finger cional
	Cher	Give a finger signal.
(2)	Empath	China Finner signal
V	Linpath	Give a finger signal.
NEW THE	of the same	
6.	Grandmother	Delicat to the groundshills along 0 about their should have
2001	Grandmother	Point to the grandchild player & show their character token.
		Wake any player with a Townsfolk character:
00	Bounty Hunter	Show them the YOU ARE token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.)
原	TOTAL STREET	Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player.
	The second second	
4-1	Spy	Show the Grimoire to the Spy for as long as they need.
(>-4	Dawn	Wait a few seconds. Call for eyes open.
V V	A COUNTY OF THE PARTY OF THE PA	

©	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Innkeeper	The Innkeeper chooses 2 players.
Z	Monk	The Monk chooses a player. ◎
0	Summoner	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. Wake the chosen player. Show the YOU ARE info token, then the Demon token. 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.
0	Summoner	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. Wake the chosen player. Show the YOU ARE info token, then the Demon token. 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.
0	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).
	Fang Gu	The Fang Gu chooses a player. If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down.
250	No Dashii	The No Dashii chooses a player. ⊚
8	Ojo	The Ojo points to a role. If a player has that role, they die. If the role is out of play, the Storyteller chooses any number of players that die. ■
450	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
N.	Damsel	TBD
600	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
\$	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
00	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player.
43	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.

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