		The Kazali points at a player and a Minion on the character sheet.
De	77 11	Replace their old character token with the Minion token. Wake the player.
90	Kazali	Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.
Mary Co		Repeat until the normal number of Minions exist.
		Put the Kazali to sleep.
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Dusk	officer that an eyes are closed, don't haveners a rabled act.
		The Kazali points at a player and a Minion on the character sheet.
1		Replace their old character token with the Minion token. Wake the player.
00	Kazali	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.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
0		
M	20 1 5 NO 12 1	If there are 7 or more players wake all Minims
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
NC		Show the This is the Demon token. Foint to the Demon.
9		If there are 7 or more players, wake the Demon:
	Demon Info	Show the THESE ARE YOUR MINIONS token. Point to all Minions.
C		Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
	Sailor	The Sailor chooses a living player.
MA		
*		
	Poisoner	The Poisoner chooses a player.
200	0 011	The Organ Grinder either nods or shakes their head:
OF	Organ Grinder	If they nod their head, mark them with the <b>DRUNK</b> reminder.
0		If they shake their head, remove their <b>DRUNK</b> reminder.
8	D 1	
I Ve	Damsel	Wake each Minion. Show the Damsel token.
ESCHOLA .		
Mary	Washamuaman	Show the Taylorfell absents taken Daint to both the TOWNSFOLK and WDONG along
VII.	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
1	A CONTRACTOR OF THE PARTY OF TH	
NA THE REAL PROPERTY AND ADDRESS OF THE PARTY	Butler	The Butler chooses a player.
	Dutier	The batter chooses a player.
33.6		
(m)	Grandmother	Point to the grandchild player & show their character token.
- O	Oraniomer	Tonk to the grandeline player & show their character token.
	The state of the s	
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
6	(5.0)	
501		
-	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
de	The second	
4-1	Spy	Show the Grimoire to the Spy for as long as they need.
	A STORY OF THE STORY	

Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
L. C.	Sailor	The Sailor chooses a living player. ◎
	Poisoner	The Poisoner chooses a player. ❷
	Innkeeper	The Innkeeper chooses 2 players, ⊚⊚⊚
罗色	Monk	The Monk chooses a player. ◎
3	Organ Grinder	The Organ Grinder either nods or shakes their head:  If they nod their head, mark them with the <b>DRUNK</b> reminder.   If they shake their head, remove their <b>DRUNK</b> reminder.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	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.
	Shabaloth	A previously chosen player might be resurrected.   The Shabaloth chooses 2 players.
*	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
05	Kazali	The Kazali chooses a player. ◎
Å	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
1	Damsel	TBD
600	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
*	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
1 3	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
200	Juggler	Give a finger signal.
*	Butler	The Butler chooses a player.
न्	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.