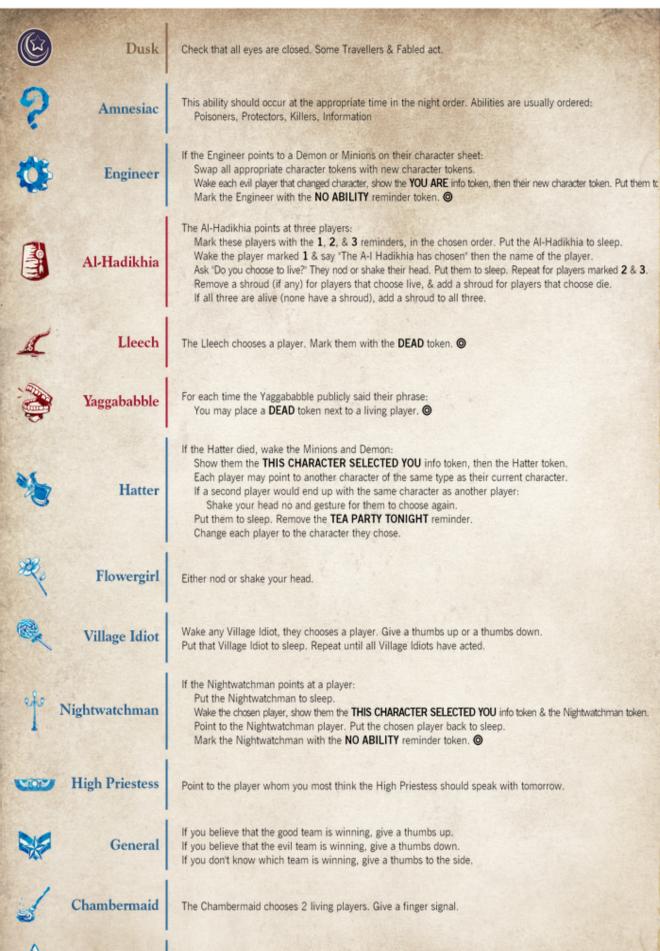
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Yaggababble	Write a phrase down so that the Yaggababble can read it, Show the 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.
P	Demon Info	If there are 7 or more players, wake the Demon: 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.
M	Marionette	Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token. Put the Demon to sleep.
<b>Q</b>	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 <b>YOU ARE</b> info token, then their new character token. Put them to Mark the Engineer with the <b>NO ABILITY</b> reminder token.
K	Lleech	The Lleech picks a player. Mark them with the POISONED token.
-	Knight	Point to the two players marked KNOW, ⊚⊚
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
ofo	Nightwatchman	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.
حوی ا	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
4	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Mathematician	Give a finger signal.
2	Dawn	Wait a few seconds, Call for eyes open.





Mathematician

Give a finger signal.



Dawn

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