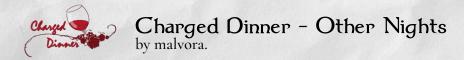


0	Ousk	None
M	Minion Info	If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.
0	Demon Info	If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play
**	Hostage	Replace the character token of one of the Hostage's good neighbors with an evil character token. Wake that player and show them the YOU ARE info token then their evil character token, then the YOU ARE info token then a thumbs down. If the Hostage already neighbors an evil player, instead change the character of any good player.
	Slanderer	The Slanderer chooses a player.
,98	Guvna	The Guvna chooses a player (not themself).
Sec.	Whiteworth	The Whiteworth chooses three players.
6	Madman	Point to a good player.
林	Inquisitor	Show the character tokens of a Minion and a Demon, one of which is in play.
*	Flirt	Show the character token of an in-play Outsider.
49-	Postman	Give a finger signal.
4,	Sleuth	The Sleuth chooses a player. If they are a Minion, nod and stop waking them the following nights.
(Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



0	Dusk	Check that all eyes are closed. Some travellers act.
	Slanderer	The Slanderer chooses a player.
*	Countess	If the Countess nominated today, she may choose to use her ability.
,98	Guvna	The Guvna chooses a player. If their leverage lives, that player dies, even if for some reason they could not. Else, they just die.
Sec.	Whiteworth	Targeted players who nominated today die. If none of the targeted players nominated, all three die. If all three or none nominated, the Whiteworth doesn't wake. Else, the Whiteworth chooses three players.
911	The Lady	The Lady chooses a player.
Ø	Donnar	The Donnar chooses a player. If they died, wake that player and show them the YOU ARE token and a thumbs down.
	Nightmare	The Nightmare might choose a player. If the chosen player died, wake a good player and show them a non-Demon player.
8	Ooctor	Show the Doctor all the players who will die tonight. The Doctor might choose a player. That player won't die.
*	Clairvoyant	If the Demon killed the Clairvoyant, prepare a modified version of the Grimoire. Wake the Clairvoyant and show them this Grimoire. Restore the original state of the Grimoire.
9,	Sleuth	The Sleuth chooses a player. If they are a Minion, nod and stop waking them the following nights.
6.9	Socialite	If the Socialite nominated today, show them the character of one of the neighbors of the player they nominated.
禁	Maiden	If the Maiden was nominated for the first time today, players of the same alignment as the nominater don't wake tonight. Skip over them in the night order.
Ŧ	Groundskeeper	Give a finger signal.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.