



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Poppy Grower

Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.

Minion Info

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.

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.

Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹

Courtier

The Courtier might choose a character. ☹☹



Organ Grinder

The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☹
If they shake their head, remove their **DRUNK** reminder.

Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

Mezpheles

Show a single word on a piece of paper, phone, or other device.



Damsel

Wake each Minion. Show the Damsel token.



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Clockmaker

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Noble

Point to all three players marked **KNOW**.

Dawn

Wait a few seconds. Call for eyes open.



Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☹

**Dusk**

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**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Poppy Grower**If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder: Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.**Courtier**

The Courtier might choose a character. ☉☉

**Organ Grinder**The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☉
If they shake their head, remove their **DRUNK** reminder.**Devil's Advocate**

The Devil's Advocate chooses a living player. ☉

**Cerenovus**The Cerenovus chooses a player & a character. ☉ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.**Mezpheles**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 Mezpheles with the **NO ABILITY** reminder. ☉**No Dashii**

The No Dashii chooses a player. ☉

**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. ☉**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☉**Damsel**

TBD

**Tinker**

The Tinker might die. ☉

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ☉

**Dawn**

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

**Leviathan**Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☉