



## 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.



## Sailor

The Sailor chooses a living player. ☺



## Preacher

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



## Lleech

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



## Poisoner

The Poisoner chooses a player. ☹



## Evil Twin

Wake both twins. Allow eye contact.  
Show the good twin's character token to the Evil Twin & vice versa.



## Grandmother

Point to the grandchild player & show their character token.



## Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

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

**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.

**Sailor**

The Sailor chooses a living player. ☺

**Preacher**

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**Poisoner**

The Poisoner chooses a player. ☺

**Innkeeper**

The Innkeeper chooses 2 players. ☺☺☺

**Acrobat**

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☺

**Monk**

The Monk chooses a player. ☺

**Scarlet Woman**

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

**Shabaloth**

A previously chosen player might be resurrected. ☺ The Shabaloth chooses 2 players. ☺☺

**No Dashii**

The No Dashii chooses a player. ☺

**Lleech**

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

**Gossip**

If the Gossip is due to kill a player, they die. ☺

**Professor**

The Professor might choose a dead player. ☺☺

**Tinker**

The Tinker might die. ☺

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☺

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

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