



- Dusk** Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
- Philosopher** Philosopher may adopt any good ability; if duplicated, the original becomes drunk. ●●
- Poppy Grower** Skip Minion & Demon phases, except for bluffs.
- Minion info** Show Minions each other and the Demon.
- Demon info** Show the Demon their Minions, then 3 bluffs. ●
- Xaan** Add the night marker. If this is X, everyone is poisoned. ●
- Organ Grinder** Organ Grinder may make themselves drunk. ●
- Steward** Reveal 1 good player.
- Knight** Reveal 2 non-Demon players.
- Noble** Reveal 2 good players & 1 evil player.
- Shugenja** Indicate the direction of evil.
- Nightwatchman** Nightwatchman may choose a player. Reveal the Nightwatchman to them. ●
- Dawn** Wake all players up.
- Leviathan** Reveal that a Leviathan is in play. Set the day marker to 1. ●
- Vizier** Reveal the Vizier to all.

Lemming Jeopardy



Dusk Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.



Philosopher Philosopher may adopt any good ability; if duplicated, the original becomes drunk. ●●



Xaan Update the night marker. If this is X, everyone is poisoned. ●



Organ Grinder Organ Grinder may make themselves drunk. ●



Po Po chooses 0, 1, or 3 players to die.



Al-Hadikhia Al-Hadikhia chooses 3 players; each player secretly chooses to live or die.



Barber If dead, the Demon might swap two players; let them know.



Plague Doctor If dead: pick a Minion ability to have.



Juggler Indicate how many guesses were correct.



Dawn Wake all players up. Announce the night's results.



Leviathan Reveal that a Leviathan is in play. Update the day marker. ●

Lemming
Jeopardy