

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Kazali	<p>The Kazali points at a player and a Minion on the character sheet.      Replace their old character token with the Minion token. Wake the player.      Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.      Repeat until the normal number of Minions exist.      Put the Kazali to sleep.</p>
	Magician	<p>If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:      Wake all Minions. Show the <b>THIS IS THE DEMON</b> token. Point to the Demon &amp; the Magician.      Put the Minions to sleep. Wake the Demon.      Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions &amp; the Magician.      Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</p>
	Minion Info	<p>If there are 7 or more players, wake all Minions:      Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.</p>
	Lunatic	<p>If there are 7 or more players, wake the Lunatic:      Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players.      Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens.      Put the Lunatic to sleep. Wake the Demon.      Show the <b>YOU ARE</b> info token and the Demon token.      Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic.</p>
	Demon Info	<p>If there are 7 or more players, wake the Demon:      Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.      Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</p>
	King	Wake the Demon. Show them the <b>THIS PLAYER IS</b> info token, then the King token, then point at the King player.
	Poisoner	The Poisoner chooses a player. ②
	Cerenovus	<p>The Cerenovus chooses a player &amp; a character. ② Put the Cerenovus to sleep. Wake the target.      Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token</p>
	Washerwoman	Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.
	Chef	Give a finger signal.
	Butler	The Butler chooses a player. ②
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Dawn	Wait a few seconds. Call for eyes open.