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

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

Lunatic
If there are 7 or more players, wake the Lunatic:
   Show the **THESE ARE YOUR MINIONS** token. Point to any players.
   Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
   Put the Lunatic to sleep. Wake the Demon.
   Show the **YOU ARE** info token and the Demon token.
   Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

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.

Lil' Monsta
Instead of the normal Minion Info and Demon Info steps, do the following:
   Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
      Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
      Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

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

Widow
Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎

Washerwoman
Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

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

Investigator
Show the Minion character token. Point to both the **MINION** 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.

Bounty Hunter
Wake any player with a Townsfolk character:
   Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
   Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ◎

Spy
Show the Grimoire to the Spy for as long as they need.

Dawn
Wait a few seconds. Call for eyes open.