

**Dusk**

Check that all eyes are closed. Some Travellers &amp; 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.**Evil Twin**Wake both twins. Allow eye contact.  
Show the good twin's character token to the Evil Twin & vice versa.**Pukka**

The Pukka chooses a player. ☹

**Chef**

Give a finger signal.

**Empath**

Give a finger signal.

**Dreamer**

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

**Village Idiot**Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.**Nightwatchman**If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹**Spy**

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

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**Dawn**

Wait a few seconds. Call for eyes open.