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

	Kazali	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 **You Are** 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.

	Alchemist	Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ◎ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).
	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.

	King	Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.

	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. ◎

	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. ◎
	Godfather	Show the character tokens of all in-play Outsiders.
	Harpy	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
	Steward	Point to the player marked **KNOW**. ◎
	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.

	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. ◎

	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.