

**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.**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.**Poisoner**

The Poisoner chooses a player. ☹

**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. ☹**Pukka**

The Pukka chooses a player. ☹

**Damsel**

Wake each Minion. Show the Damsel token.

**Washerwoman**Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.**Investigator**Show the Minion character token. Point to both the **MINION** and **WRONG** players.**Fortune Teller**The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).**Grandmother**

Point to the grandchild player & show their character token.

**Balloonist**Point to a player (alive or dead).
Place the **SEEN** token next to the shown player. ☹**Shugenja**Point your finger horizontally in the direction of the closest evil player.
If the two closest evil players are equidistant, point your finger horizontally in either direction.**Dawn**

Wait a few seconds. Call for eyes open.