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

Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◉ Declare that "The Fearmonger has chosen a player."
Pukka	The Pukka chooses a player. ◉
Pixie	Show the Townsfolk character token marked **MAD**.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Clockmaker	Give a finger signal.
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.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.