(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
*	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.
M	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.
D	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.
4	Poisoner	The Poisoner chooses a player. ⊚
2600	Godfather	Show the character tokens of al in-play Outsiders.
न्	Spy	Show the Grimoire to the Spy for as long as they need.
V	Pukka	The Pukka chooses a player. ◎
	Steward	Point to the player marked KNOW.
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
0-	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Chef	Give a finger signal.
60)	Grandmother	Point to the grandchild player & show their character token.
(2)	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players, Nod if either is the Demon (or the RED HERRING).
	Dawn	Wait a few seconds. Call for eyes open.