

**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. ☹

**Godfather**

Show the character tokens of all in-play Outsiders.

**Damsel**

Wake each Minion. Show the Damsel token.

**Washerwoman**Show the Townsfolk character token. Point to both the **TOWNSFOLK** 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.

**Clockmaker**

Give a finger signal.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ☹

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open.