

**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.**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.**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.**Sailor**

The Sailor chooses a living player. ☺

**Courtier**

The Courtier might choose a character. ☺☺

**Godfather**

Show the character tokens of all in-play Outsiders.

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☺

**Pukka**

The Pukka chooses a player. ☺

**Grandmother**

Point to the grandchild player & show their character token.

**Chambermaid**

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

**Dawn**

Wait a few seconds. Call for eyes open.