	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.
	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. ◎
	Courtier	The Courtier might choose a character. ◎◎
	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."
	Pixie	Show the Townsfolk character token marked **MAD**.
	Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Dawn	Wait a few seconds. Call for eyes open.