



## 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.