Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Poisoner	The Poisoner chooses a player. ◉
Monk	The Monk chooses a player. ◉
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
Pukka	The Pukka chooses a player. ◉ The previously poisoned player dies then becomes healthy. ◉
Fang Gu	The Fang Gu chooses a player. ◉ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◉
Ojo	The Ojo points to a role. If a player has that role, they die. ◉ If the role is out of play, the Storyteller chooses any number of players that die. ◉
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◉
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Empath	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Undertaker	If a player was executed today, show their character token.
Butler	The Butler chooses a player. ◉
Spy	Show the Grimoire to the Spy for as long as they need.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.