

| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
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| 1 | Poisoner | The Poisoner chooses a player. |
| 2 | Monk | The Monk chooses a player. ⊚ |
| 43 | Spy | Show the Grimoire to the Spy for as long as they need. |
| | Scarlet Woman | If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token. |
| Ψ | Imp | The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token. |
| 2 | 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. ◎ |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |
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