

**Dusk**

Check that all eyes are closed. Some Travellers &amp; Fabled act.

**Poisoner**

The Poisoner chooses a player. ☉

**Monk**

The Monk chooses a player. ☉

**Organ Grinder**

The Organ Grinder either nods or shakes their head:  
 If they nod their head, mark them with the **DRUNK** reminder. ☉  
 If they shake their head, remove their **DRUNK** reminder.

**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**Al-Hadikhia**

The Al-Hadikhia points at three players:  
 Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.  
 Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.  
 Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.  
 Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  
 If all three are alive (none have a shroud), add a shroud to all three.

**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 &amp; immediately say who died.