

**Dusk**

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

**Monk**

The Monk chooses a player. ☉

**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. ☉**Kazali**

The Kazali chooses a player. ☉

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**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.

**Village Idiot**Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.**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.