

**Dusk**

Check that all eyes are closed. Some Travellers &amp; 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.**Legion**

You may decide a player that dies. (Once per living Legion) ☹

**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.

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☹**Lil' Monsta**

The minions pick a player. Put them back to sleep, and then:  
 Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
 Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹  
 Place the **DEAD** token beside any living player. ☹

**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.