

**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.**Po**

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☹ or ☹☹(*

**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. ☹**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. ☹**Yaggababble**For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a 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 & immediately say who died.