



Dusk

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



Poisoner

The Poisoner chooses a player. ☹



Gambler

The Gambler chooses a player & a character. ☹



Monk

The Monk chooses a player. ☹



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Scarlet Woman

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

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.



No Dashii

The No Dashii chooses a player. ☹



Assassin

The Assassin might choose a player. ☹☹



Moonchild

If the Moonchild is due to kill a good player, they die. ☹



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☹



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.



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.