



Dusk

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



Monk

The Monk chooses a player. ☉



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.



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. ☉



Kazali

The Kazali chooses a 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**).

Dreamer

The Dreamer points to a player. Show 1 good &amp; 1 evil character token, 1 of which is their character.



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.