| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
|-----|----------------|--|
| 1 | Poisoner | The Poisoner chooses a player. ◎ |
| 2 | 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. |
| | 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. |
| & S | No Dashii | The No Dashii chooses a player. ◎ |
| 600 | Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. |
| 2 | 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. ◎ |
| न | 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. |