|          | Dusk           | Check that all eyes are closed. Some Travellers & Fabled act.  |
|----------|----------------|--|
| 1        | Poisoner       | The Poisoner chooses a player. <b>⊚</b>  |
| Z        | 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.  |
| Ψ        | 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.                            |
|          | 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.  ■ |
| W        | Lord Of Typhon | The Lord of Typhon chooses a player. <b>⊚</b>  |
| 8        | Ojo            | The Ojo points to a role. If a player has that role, they die.    If the role is out of play, the Storyteller chooses any number of players that die.    ■   |
| 2        | Ravenkeeper    | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.   |
| <b>(</b> | Empath         | Give a finger signal.  |
|          | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).   |
|          | Undertaker     | If a player was executed today, show their character token.  |
| *        | Butler         | The Butler chooses a player. ⊚   |
| 43       | Spy            | Show the Grimoire to the Spy for as long as they need.   |
| 8        | Dawn           | Wait a few seconds. Call for eyes open & immediately say who died.   |