



## 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.



## 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.



## Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



## Empath

Give a finger signal.



## Undertaker

If a player was executed today, show their character token.



## Dreamer

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



## Ballooning

Point to a player (alive or dead) with a different role type from the player with the SEEN token.  
Place the SEEN token next to the shown player. ☹



## 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.