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.	
Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).	
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*	
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎	
Lleech	The Lleech chooses a player. Mark them with the **DEAD** 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. ◎	
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.	
Bounty Hunter	If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown 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.	