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

Engineer	If the Engineer points to a Demon or Minions on their character sheet:
	    Swap all appropriate character tokens with new character tokens.
	    Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
	    Mark the Engineer with the **NO ABILITY** reminder token. ◎	

Poisoner	The Poisoner chooses a player. ◎	
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎	
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. ◎	

Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎	
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. ◎	
Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ◎	
Gossip	If the Gossip is due to kill a player, they die. ◎	
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. ◎	
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.	