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

Xaan | Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
   Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

Scarlet Woman | If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Lycanthrope | The Lycanthrope points to a player. If the chosen player is good:
   Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

Legion | You may decide a player that dies. (Once per living Legion) ◎

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.

Yaggababble | For each time the Yaggababble publicly said their phrase:
   You may place a **DEAD** token next to a living player. ◎

Kazali | The Kazali chooses a player. ◎

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.

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.