



Dusk

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



Sailor

The Sailor chooses a living player. ☹



Acrobat

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☹

Monk

The Monk chooses a player. ☹



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



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).



Legion

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



Zombuul

If no one died today, the Zombuul chooses a player. ☹



No Dashii

The No Dashii chooses a player. ☹



Yaggababble

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



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹
Publicly announce that the Banshee died.



Damsel

TBD



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☹



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.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



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.