

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. ⚡
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ⚡ If they shake their head, remove their DRUNK reminder.
	Witch	The Witch chooses a player. ⚡
	Legion	You may decide a player that dies. (Once per living Legion) ⚡
	Zombuul	If no one died today, the Zombuul chooses a player. ⚡
	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. ⚡⠚⠚
	Godfather	If an Outsider died today, the Godfather chooses a player. ⚡
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ⚡
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ⚡ Publicly announce that the Banshee died.
	Tinker	The Tinker might die. ⚡
	Empath	Give a finger signal.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ⚡
	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.
	Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token. ⚡
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.