

**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

**Preacher**

The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**Gambler**

The Gambler chooses a player & a character. ☉

**Monk**

The Monk chooses a player. ☉

**Harpy**

The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

**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) ☉

**Po**

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉*

**Vigormortis**

The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉

**Professor**

The Professor might choose a dead player. ☉☉

**Huntsman**

If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ☉
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

**Farmer**

If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.

**Grandmother**

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

**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.

**Dawn**

Wait a few seconds. Call for eyes open & immediately say who died.