

**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.**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.**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) ☹

**Shabaloth**

A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹

**Kazali**

The Kazali chooses a player. ☹

**Assassin**

The Assassin might choose a player. ☹☹

**Sweetheart**

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

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

The Tinker might die. ☹

**Moonchild**

If the Moonchild is due to kill a good player, they 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.**Dawn**

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