# OTHER NIGHTS

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| **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| **Poppy Grower** | If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:<br>Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.<br>Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to slee |
| **Innkeeper** | The Innkeeper chooses 2 players. ◎◎◎ |
| **Wizard** | Run the Wizard's ability, if applicable. |
| **Gambler** | The Gambler chooses a player & a character. ◎ |
| **Devil's Advocate** | The Devil's Advocate chooses a living player. ◎ |
| **Lunatic** | Do whatever needs to be done to simulate the Demon acting.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the Lunatic token &point to them, then their target(s). |
| **Exorcist** | The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon:<br>Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist. |
| **Lycanthrope** | The Lycanthrope points to a player. If the chosen player is good:<br>Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight. |
| **Pukka** | The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎ |
| **Ojo** | The Ojo points to a role. If a player has that role, they die. ◎<br>If the role is out of play, the Storyteller chooses any number of players that die. ◎ |
| **Kazali** | The Kazali chooses a player. ◎ |
| **Sage** | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
| **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. |
| **Village Idiot** | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.<br>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. |