OTHER NIGHTS

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

Philosopher — The Philosopher might choose a character. If necessary, swap their character token. ◎

Gambler — The Gambler chooses a player & a character. ◎

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. ◎

No Dashii — The No Dashii chooses a player. ◎

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

Barber — If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens
If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

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

Sage — If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

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

Flowergirl — Either nod or shake your head.

Oracle — Give a finger signal.

Seamstress — The Seamstress might choose 2 players. Nod or shake your head. ◎

Juggler — Give a finger signal.

Cult Leader — The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)

Spy — Show the Grimoire to the Spy for as long as they need.

Mathematician — Give a finger signal.

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