OTHER NIGHTS

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

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

Poppy Grower
If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to slee

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.

Wizard
Run the Wizard's ability, if applicable.

Gambler
The Gambler chooses a player & a character. ◎

Acrobat
The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

Summoner
On night two, place the **NIGHT 2** reminder. ◎
On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner:
They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
Show the **YOU ARE** info token, then give a thumbs down.
Replace their character token with the Demon token and put the new Demon to sleep.

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. ◎◎

Vortox
The Vortox chooses a player. ◎

Gossip
If the Gossip is due to kill a player, they die. ◎

Hatter
If the Hatter died, wake the Minions and Demon:
Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
Each player may point to another character of the same type as their current character.
If a second player would end up with the same character as another player:
Shake your head no and gesture for them to choose again.
Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
Change each player to the character they chose.

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

Tinker
The Tinker might die. ◎

High Priestess
Point to the player whom you most think the High Priestess should speak with tomorrow.

Mathematician
Give a finger signal.

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