OTHER NIGHTS

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

Courtier — The Courtier might choose a character. ◎◎

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

Mezepheles — If a player is marked with the **TURNS EVIL** reminder:
- Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
- Turn their character token upside down. (This shows they are now evil.)
- Mark the Mezepheles with the **NO ABILITY** 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) ◎

Imp — The Imp chooses a player. ◎ If the Imp chose themselves:
- Replace 1 alive Minion token with a spare Imp token.
- Put the old Imp to sleep. Wake the new Imp.
- Show the **YOU ARE** token, then show the Imp token.

Vortox — The Vortox chooses a player. ◎

Lord Of Typhon — The Lord of Typhon chooses a player. ◎

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.

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.

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.

Professor — The Professor might choose a dead player. ◎◎

Choirboy — If the Demon killed the King, wake the Choirboy. Point to the Demon 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.

Tinker — The Tinker might die. ◎

Town Crier — Either nod or shake your head.

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