# OTHER NIGHTS

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| **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| **Sailor** | The Sailor chooses a living player. ◎ |
| **Xaan** | Add the **NIGHT** reminder token that matches the current night. ◎<br>On the night that equals the number of Outsiders in play when the game began:<br>Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk. |
| **Monk** | The Monk chooses a player. ◎ |
| **Summoner** | On night two, place the **NIGHT 2** reminder. ◎<br>On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner:<br>They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.<br>Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.<br>Show the **YOU ARE** info token, then give a thumbs down.<br>Replace their character token with the Demon token and put the new Demon to sleep. |
| **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). |
| **Shabaloth** | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎ |
| **Lord Of Typhon** | The Lord of Typhon chooses a player. ◎ |
| **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. ◎ |
| **Grandmother** | If the grandchild was killed by the Demon, the Grandmother dies too. ◎ |
| **Ravenkeeper** | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| **Empath** | Give a finger signal. |
| **Flowergirl** | Either nod or shake your head. |
| **King** | If the number of dead players is equal to or exceeds the number of alive players:<br>Wake the King. Show one alive character token. Put the King to sleep. |
| **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |