

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