	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
70	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 sleep
<b>5</b>	Innkeeper	The Innkeeper chooses 2 players. <b>⊚⊚⊙</b>
7	Courtier	The Courtier might choose a character. 🎯 💮
<b>O</b>	Gambler	The Gambler chooses a player & a character. ◎
<b>6</b>	Lunatic	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).
05	Kazali	The Kazali chooses a player. <b>⊚</b>
	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.
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
*	Assassin	The Assassin might choose a player. ⊚⊚
İ	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
00	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player.  Move the SEEN token to the shown player.
1	Town Crier	Either nod or shake your head.
<b>₹</b>	Oracle	Give a finger signal.
	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.
0	SWALL BENEFIT	

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

Dawn