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

Engineer
If the Engineer points to a Demon or Minions on their character sheet:
    Swap all appropriate character tokens with new character tokens.
    Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
    Mark the Engineer with the **NO ABILITY** reminder token. ◎

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.

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

Harpy
The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

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) ◎

Zombuul
If no one died today, the Zombuul chooses a player. ◎

Shabaloth
A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

Lil' Monsta
The minions pick a player. Put them back to sleep, and then:
    Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
    Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Place the **DEAD** token beside any living 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.

Plague Doctor
If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
    Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

Grandmother
If the grandchild was killed by the Demon, the Grandmother dies too. ◎

Dreamer
The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Oracle
Give a finger signal.

Seamstress
The Seamstress might choose 2 players. Nod or shake your head. ◎

Village Idiot
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.

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