	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎

	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.

	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.

	Wizard	Run the Wizard's ability, if applicable.
	Gambler	The Gambler chooses a player & a character. ◎

	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) ◎
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	Vortox	The Vortox chooses a player. ◎
	Gossip	If the Gossip is due to kill a player, they die. ◎

	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.

	Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎
	Tinker	The Tinker might die. ◎
	Oracle	Give a finger signal.
	Juggler	Give a finger signal.
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.