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	
Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.	
Pixie	If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎	

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. ◎	

Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.	
Wizard	Run the Wizard's ability, if applicable.	
Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.	

Imp	The Imp chooses a player. ◎ If the Imp chose themselves:
	    Replace 1 alive Minion token with a spare Imp token.
	    Put the old Imp to sleep. Wake the new Imp.
	    Show the **YOU ARE** token, then show the Imp token.	

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. ◎ If the role is out of play, the Storyteller chooses any number of players that die. ◎	
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎	

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.	

Banshee	If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎ Publicly announce that the Banshee died.	
Professor	The Professor might choose a dead player. ◎◎	
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.	
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.	