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| | 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 |
| | Lord Of Typhon | Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal. |
| | Yaggababble | Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase. |
| | Minion Info | If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. |
| | Demon Info | If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. |
| | Lil' Monsta | Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player: Put the minions back to sleep. 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. ☺ |
| | Poisoner | The Poisoner chooses a player. ☺ |
| | Godfather | Show the character tokens of all in-play Outsiders. |
| | Organ Grinder | The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ☺ If they shake their head, remove their DRUNK reminder. |
| | Evil Twin | Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa. |
| | Librarian | Show the Outsider character token. Point to both the OUTSIDER and WRONG players. |
| | Chef | Give a finger signal. |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| | Steward | Point to the player marked KNOW . ☺ |
| | 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. |
| | Nightwatchman | If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token. ☺ |
| | General | If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side. |
| | Mathematician | Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open. |

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| | Amnesiac | This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information |
| | Poisoner | The Poisoner chooses a player. ☺ |
| | Gambler | The Gambler chooses a player & a character. ☺ |
| | Organ Grinder | The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ☺ If they shake their head, remove their DRUNK reminder. |
| | Shabaloth | A previously chosen player might be resurrected. ☺ The Shabaloth chooses 2 players. ☺☺ |
| | Lord Of Typhon | The Lord of Typhon chooses a player. ☺ |
| | 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. ☺ |
| | Yaggababble | For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ☺ |
| | Godfather | If an Outsider died today, the Godfather chooses a 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. |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| | 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. |
| | Nightwatchman | If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token. ☺ |
| | General | If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side. |
| | Mathematician | Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |