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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | 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. |
| | Poisoner | The Poisoner chooses a player. |
| | Monk | The Monk chooses a player. |
| | Devil's Advocate | The Devil's Advocate chooses a living player. |
| | 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. |
| | Zombuul | If no one died today, the Zombuul chooses a player. |
| | Po | The Po may choose a player OR chooses 3 players if they chose no-one last night. or |
| | 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. |
| | Damsel | TBD |
| | Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| | Empath | Give a finger signal. |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| | Undertaker | If a player was executed today, show their character token. |
| | Juggler | Give a finger signal. |
| | King | If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |