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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | 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. |
| | Poisoner | The Poisoner chooses a player. ☺ |
| | Washerwoman | Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players. |
| | Librarian | Show the Outsider character token. Point to both the OUTSIDER and WRONG players. |
| | Investigator | Show the Minion character token. Point to both the MINION and WRONG players. |
| | Chef | Give a finger signal. |
| | Empath | Give a finger signal. |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| | Butler | The Butler chooses a player. ☺ |
| | Spy | Show the Grimoire to the Spy for as long as they need. |
| | Dawn | Wait a few seconds. Call for eyes open. |

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Poisoner | The Poisoner chooses a player. Ⓛ |
| | Monk | The Monk chooses a player. Ⓛ |
| | Scarlet Woman | If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token. |
| | Zombuul | If no one died today, the Zombuul chooses a player. Ⓛ |
| | Al-Hadikhia | <p>The Al-Hadikhia points at three players: Mark these players with the 1, 2, & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3. Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.</p> |
| | 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. |
| | Butler | The Butler chooses a player. Ⓛ |
| | Spy | Show the Grimoire to the Spy for as long as they need. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |