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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | 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. |
| | Philosopher | The Philosopher might choose a character. If necessary, swap their character token. ☺ |
| | 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. |
| | King | Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player. |
| | Courtier | The Courtier might choose a character. ☺ |
| | Snake Charmer | The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up. ☺ |
| | Cerenovus | The Cerenovus chooses a player & a character. ☺ Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token |
| | Harpy | The Harpy chooses a player ☺ & then another player. ☺ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target. |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ☺ |
| | Noble | Point to all three players marked KNOW . |
| | 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. ☺ |
| | Ogre | The Ogre points to a player: If the player is evil, flip the Ogre's token upside down. |
| | Mathematician | Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open. |
| | Vizier | Declare that the Vizier is in play, and which player it is. |

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Philosopher | The Philosopher might choose a character. If necessary, swap their character token. ⚡ |
| | Courtier | The Courtier might choose a character. ⚡⚡ |
| | Snake Charmer | The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up. ⚡ |
| | Monk | The Monk chooses a player. ⚡ |
| | Cerenovus | The Cerenovus chooses a player & a character. ⚡ Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token |
| | Harpy | The Harpy chooses a player ⚡ & then another player. ⚡ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target. |
| | Legion | You may decide a player that dies. (Once per living Legion) ⚡ |
| | 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. |
| | Fang Gu | The Fang Gu chooses a player. ⚡ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down. ⚡ |
| | Lord Of Typhon | The Lord of Typhon chooses a player. ⚡ |
| | Choirboy | If the Demon killed the King, wake the Choirboy. Point to the Demon player. |
| | Moonchild | If the Moonchild is due to kill a good player, they die. ⚡ |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ⚡ |
| | 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. |
| | 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. ⚡ |
| | Mathematician | Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |