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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. ⚡ |
| | Minion Info | If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. |
| | Lunatic | If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic. |
| | 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. |
| | Sailor | The Sailor chooses a living player. ⚡ |
| | Leech | The LLeech picks a player. Mark them with the POISONED token. ⚡ |
| | Courtier | The Courtier might choose a character. ⚡⚡ |
| | 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. |
| | Pukka | The Pukka chooses a player. ⚡ |
| | Huntsman | If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. ⚡ If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token. |
| | 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. |
| | Bounty Hunter | Wake any player with a Townsfolk character: Show them the YOU ARE token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. ⚡ |
| | 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. |

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| | Philosopher | The Philosopher might choose a character. If necessary, swap their character token. ⚡ |
| | Sailor | The Sailor chooses a living player. ⚡ |
| | Courtier | The Courtier might choose a character. ⚡⚡ |
| | Innkeeper | The Innkeeper chooses 2 players. ⚡⚡ |
| | Gambler | The Gambler chooses a player & a character. ⚡ |
| | 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. |
| | Lunatic | Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s). |
| | Exorcist | The Exorcist chooses a player. ⚡ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist. |
| | Pukka | The Pukka chooses a player. ⚡ The previously poisoned player dies then becomes healthy. ⚡ |
| | 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. ⚡ |
| | Leech | The LLeech chooses a player. Mark them with the DEAD token. ⚡ |
| | Assassin | The Assassin might choose a player. ⚡⚡ |
| | Sweetheart | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ⚡ |
| | Huntsman | If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. ⚡ If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token. |
| | Farmer | If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token. |
| | 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. |
| | Bounty Hunter | If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ⚡ |
| | 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. |