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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. |
| | Alchemist | Show the YOU ARE info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the IS THE ALCHEMIST token. Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.). |
| | 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. |
| | Marionette | Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep. |
| | 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. |
| | Courtier | The Courtier might choose a character. |
| | Washerwoman | Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players. |
| | 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. |
| | High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow. |
| | Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open. |

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| | 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. |
| | Courtier | The Courtier might choose a character. |
| | 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. |
| | 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. |
| | Lord Of Typhon | The Lord of Typhon chooses a player. |
| | Al-Hadikhia | 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. |
| | Yaggababble | For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. |
| | Choirboy | If the Demon killed the King, wake the Choirboy. Point to the Demon player. |
| | 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. |
| | Moonchild | If the Moonchild is due to kill a good player, they die. |
| | Town Crier | Either nod or shake your head. |
| | Juggler | Give a finger signal. |
| | 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. |
| | High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow. |
| | Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |