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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. |
| | Sailor | The Sailor chooses a living player. © |
| | Lil' Monsta | Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player: Put the minions back to sleep. 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. © |
| | Poisoner | The Poisoner chooses a player. © |
| | Washerwoman | Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players. |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| | Clockmaker | Give a finger signal. |
| | Balloonist | Point to a player (alive or dead). Place the SEEN token next to the shown player. © |
| | 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. © |
| | 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. © |
| | Cult Leader | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.) |
| | 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. |
| | Sailor | The Sailor chooses a living player. ☺ |
| | Poisoner | The Poisoner chooses a player. ☺ |
| | Innkeeper | The Innkeeper chooses 2 players. ☺☺ |
| | Scarlet Woman | If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token. |
| | Vortex | The Vortex chooses a player. ☺ |
| | Vigormortis | The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺ |
| | 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> |
| | Lil' Monsta | <p>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. ☺</p> |
| | Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| | 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. |
| | Balloonist | <p>Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☺</p> |
| | Bounty Hunter | <p>If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ☺</p> |
| | Nightwatchman | <p>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. ☺</p> |
| | Cult Leader | <p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)</p> |
| | 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. |