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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. |
| | Kazali | The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep. |
| | Boffin | Wake the Boffin and the Demon. Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token. |
| | Magician | If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THIS IS THE DEMON token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon. Show the THESE ARE YOUR MINIONS token. Point to all Minions & the Magician. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. |
| | 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. |
| | Summoner | Place the NIGHT 1 reminder. ☺ Show the Summoner 3 not-in-play characters as bluffs. |
| | 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. |
| | Sailor | The Sailor chooses a living player. ☺ |
| | Evil Twin | Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa. |
| | Librarian | Show the Outsider character token. Point to both the OUTSIDER and WRONG players. |
| | Grandmother | Point to the grandchild player & show their character token. |
| | Shugenja | Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction. |
| | Ogre | The Ogre points to a player: If the player is evil, flip the Ogre's token upside down. |
| | 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. ◎ |
| | Monk | The Monk chooses a player. ◎ |
| | Summoner | <p>On night two, place the NIGHT 2 reminder. ◎</p> <p>On night three, place the NIGHT 3 reminder ◎ and wake the Summoner:</p> <ul style="list-style-type: none"> They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE info token, then the Demon token. Show the YOU ARE info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep. |
| | Lunatic | <p>Do whatever needs to be done to simulate the Demon acting.</p> <p>Put the Lunatic to sleep. Wake the Demon.</p> <p>Show the Lunatic token & point to them, then their target(s).</p> |
| | Shabaloth | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎ |
| | Lord Of Typhon | The Lord of Typhon chooses a player. ◎ |
| | Ojo | <p>The Ojo points to a role. If a player has that role, they die. ◎</p> <p>If the role is out of play, the Storyteller chooses any number of players that die. ◎</p> |
| | Kazali | The Kazali chooses a player. ◎ |
| | Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
| | Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ◎ |
| | Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| | Flowergirl | Either nod or shake your head. |
| | King | <p>If the number of dead players is equal to or exceeds the number of alive players:</p> <ul style="list-style-type: none"> Wake the King. Show one alive character token. Put the King to sleep. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |