

| | | |
|--|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | 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. ☺ |
| | Devil's Advocate | The Devil's Advocate chooses a living player. ☺ |
| | Witch | The Witch 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 |
| | Pukka | The Pukka chooses a player. ☺ |
| | Librarian | Show the Outsider character token. Point to both the OUTSIDER and WRONG players. |
| | Investigator | Show the Minion character token. Point to both the MINION and WRONG players. |
| | Grandmother | Point to the grandchild player & show their character token. |
| | Steward | Point to the player marked KNOW . ☺ |
| | 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. |
| | 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. |
| | 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. |

| | | |
|--|-------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Philosopher | The Philosopher might choose a character. If necessary, swap their character token. ⚡ |
| | Sailor | The Sailor chooses a living player. ⚡ |
| | Innkeeper | The Innkeeper chooses 2 players. ⚡⚡ |
| | Devil's Advocate | The Devil's Advocate chooses a living player. ⚡ |
| | Witch | The Witch 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 |
| | 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. |
| | 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. |
| | 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. ⚡ |
| | 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. ⚡ |
| | 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. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |