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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. |
| | 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. |
| | Evil Twin | Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa. |
| | 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 |
| | Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ⚡ |
| | Balloonist | Point to a player (alive or dead). Place the SEEN token next to the shown player. ⚡ |
| | Mathematician | Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open. |

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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. ⚡ |
| | 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. |
| | 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. |
| | Legion | You may decide a player that dies. (Once per living Legion) ⚡ |
| | 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. ⚡ |
| | No Dashii | The No Dashii chooses a player. ⚡ |
| | Vortox | The Vortox chooses a player. ⚡ |
| | Barber | If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token. |
| | Sweetheart | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ⚡ |
| | Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
| | Undertaker | If a player was executed today, show their character token. |
| | Flowergirl | Either nod or shake your head. |
| | Town Crier | Either nod or shake your head. |
| | Oracle | Give a finger signal. |
| | Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ⚡ |
| | Juggler | Give a finger signal. |
| | Balloonist | 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. ⚡ |
| | Mathematician | Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |