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|---|---|---|
| | **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| | **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.). |
| | **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. |
| | **Engineer** | If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to Mark the Engineer with the **NO ABILITY** reminder token. ◎ |
| | **Lleech** | The Lleech picks a player. Mark them with the **POISONED** token. ◎ |
| | **Widow** | Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎ |
| | **Wizard** | Run the Wizard's ability, if applicable. |
| | **Fearmonger** | The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player." |
| | **Pixie** | Show the Townsfolk character token marked **MAD**. |
| | **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. |
| | **Knight** | Point to the two players 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. |
| | **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.) |
| | **Chambermaid** | The Chambermaid chooses 2 living players. Give a finger signal. |
| | **Dawn** | Wait a few seconds. Call for eyes open. |