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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | 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. |
| | 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. |
| | Marionette | Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep. |
| | Courtier | The Courtier might choose a character. @@ |
| | Fearmonger | The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. ◎ Declare that "The Fearmonger has chosen a player." |
| | Washerwoman | Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players. |
| | Investigator | Show the Minion character token. Point to both the MINION and WRONG players. |
| | Empath | Give a finger signal. |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | 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. |
| | 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. ◎ |
| | Dawn | Wait a few seconds. Call for eyes open. |