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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. |
| | 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. |
| | 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. |
| | 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. ⚡ |
| | Devil's Advocate | The Devil's Advocate chooses a living player. ⚡ |
| | Pukka | The Pukka chooses a player. ⚡ |
| | Pixie | Show the Townsfolk character token marked MAD . |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| | Clockmaker | Give a finger signal. |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | Knight | Point to the two players marked KNOW . ⚡⚡ |
| | 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. ⚡ |
| | Dawn | Wait a few seconds. Call for eyes open. |

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Pixie | If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this character: Replace the MAD reminder with the HAS ABILITY reminder. ☺ |
| | Monk | The Monk chooses a player. ☺ |
| | Devil's Advocate | The Devil's Advocate chooses a living player. ☺ |
| | Pukka | The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺ |
| | Vortox | The Vortox chooses a player. ☺ |
| | Lord Of Typhon | The Lord of Typhon chooses a player. ☺ |
| | Ojo | The Ojo points to a role. If a player has that role, they die. ☺ If the role is out of play, the Storyteller chooses any number of players that die. ☺ |
| | Assassin | The Assassin might choose a player. ☺☺ |
| | Moonchild | If the Moonchild is due to kill a good player, they die. ☺ |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| | Undertaker | If a player was executed today, show their character token. |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | Flowergirl | Either nod or shake your head. |
| | Oracle | Give a finger signal. |
| | Juggler | Give a finger signal. |
| | Bounty Hunter | If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ☺ |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |