M	**Minion Info**	If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.
	Lunatic	Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.
D	**Demon Info**	If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play
	Marionette	Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
	Lleech	The Lleech points to a player. Place the Poisoned reminder token.
	Devil's Advocate	The Devil's Advocate points to a living player. That player survives execution tomorrow.
	Pixie	Show the Pixie 1 in-play Townsfolk character token.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

🌙	**Dusk**	Check that all eyes are closed. Some travellers act.
⚖️	**Devil's Advocate**	The Devil's Advocate points to a living player, diff erent from the previous night. That player survives execution tomorrow.
🌀	**Lunatic**	Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
🧳	**Exorcist**	The Exorcist points to a player, diff erent from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
	Lleech	The Lleech points to a player. That player dies.
	Undertaker	If a player was executed today: Show that player's character token.
	Juggler	If today was the Juggler's fi rst day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
🌅	**Dawn**	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.