Poppy Grower		Do not inform the Demon/Minions who each other are
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.
Snitch		After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown 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.
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.
Evil Twin		Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
Cerenovus		The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
Pixie		Show the Pixie 1 in-play Townsfolk character token.
Librarian		Show the character token of an Outsider in play. Point to two players, one of which is that character.
Chef		Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
Fortune Teller		The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
Bounty Hunter		Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
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.
🌼	**Poppy Grower**	If the Poppy Grower has died, show the Minions/Demon who each other are.
🏃	**Monk**	The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
🧠	**Cerenovus**	The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
🌀	**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.
✋	**Legion**	Choose a player, that player dies.
🔱	**Imp**	The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
🐛	**Vortox**	The Vortox points to a player. That player dies.
🦅	**Vigormortis**	The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
🕯	**Sage**	If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
🔮	**Fortune Teller**	The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
📢	**Town Crier**	Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
👁	**Oracle**	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
🎱	**Juggler**	If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
👓	**Bounty Hunter**	If the known evil player has died, point to another evil player.
🌅	**Dawn**	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.