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Dusk Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
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Kazali Kazali chooses players to be Minions; let them know.
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Minion info Show Minions each other and the Demon.
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Demon info Show the Demon their Minions, then 3 bluffs.
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Lil' Monsta Minions choose Lil' Monsta's babysitter. •
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Snake Charmer Snake Charmer chooses a player; if Demon, swap tokens & poison new Snake Charmer. •
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Organ Grinder Organ Grinder may make themselves drunk. •
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Witch Witch curses a player. •
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Fortune Teller Fortune Teller chooses 2 players. Indicate if either is the Demon.
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Grandmother Show the Grandmother their grandchild. •
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Clockmaker Indicate steps between closest Minion & Demon.
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Seamstress Seamstress may chooses 2 players. Indicate if they're aligned. •
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Noble Reveal 2 good players & 1 evil player.
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Balloonist Incidate a player. •
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Shugenja Indicate the direction of evil.
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Spy Show the Spy the Grimoire.
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Dawn Wake all players up.

The Widening Gyre

	Dusk	Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
	Snake Charmer	Snake Charmer chooses a player; if Demon, swap tokens & poison new Snake Charmer. •
	Organ Grinder	Organ Grinder may make themselves drunk. •
	Witch	Witch curses a player. •
	Pit-Hag	Pit-Hag changes a player into another good character if possible; they learn this.
	Imp	The Imp kills a player; if themselves, a Minion becomes the Imp; let them know.
	Fang Gu	Fang Gu chooses a player to die; 1st Outsider becomes Fang Gu (1st dies); let them know.
	Lil' Monsta	Let the Minions choose the Lil' Monsta babysitter. A player might die. •
	Kazali	Kazali kills a player.
	Barber	If dead, the Demon might swap two players; let them know.
	Farmer	If died tonight, a good player becomes a Farmer; let them know.
	Grandmother	If the grandchild died tonight, the Grandmother dies. •
	Fortune Teller	Fortune Teller chooses 2 players. Indicate if either is the Demon.
	Flowergirl	Indicate if the Demon voted.
	Oracle	Indicate how many dead players are evil.
	Seamstress	Seamstress may choose 2 players. Indicate if they're aligned. •
	Balloonist	Indicate a player different to the one shown last night. •
	Spy	Show the Spy the Grimoire.
	Dawn	Wake all players up. Announce the night's results.

The Widening
Gyre