	Dusk	Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
	Lord of Typhon	Convert neighbours into unique Minions; let them know.
	Minion info	Show Minions each other and the Demon.
	Demon info	Show the Demon their Minions, then 3 bluffs.
	King	Reveal to the Demon the King
	Marionette	Reveal to the Demon the Marionette.
	Widow	Show the Widow the Grimoire, then let them poison a player. ●
	Mezepheles	Give Mezepheles the secret word.
	Washerwoman	Reveal a Townfolk & 2 players.
	Dreamer	Dreamer chooses a player. Reveal 1 true & 1 false character.
	Village Idiot	Each Village Idiot chooses a player; indicate their alignment.
	Nightwatchman	Nightwatchman may choose a player. Reveal the Nightwatchman to them. ●
	Cult Leader	Inform the Cult Leader if their alignment has changed.
	Butler	Butler chooses a Master. ●
	High Priestess	Incidate the best player to speak to.
	Dawn	Wake all players up.

Court of Miracles

	Dusk	Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
	Mezepheles	The speaker of the password turns evil.
	Lycanthrope	The Lycanthrope chooses a player; if good, they die & the Demon attack is blocked.
	Legion	A player might die.
	Vortox	Vortox kills a player.
	Lord of Typhon	Lord of Typhon kills a player.
	Ojo	Ojo chooses a character; if not in play, a player dies.
	Choirboy	If the Demon killed the King, indicate who the Demon is.
	Dreamer	Dreamer chooses a player. Reveal 1 true & 1 false character.
	Flowergirl	Indicate if the Demon voted.
	Oracle	Indicate how many dead players are evil.
	Village Idiot	Each Village Idiot chooses a player; indicate if their alignment.
	King	If at least half are dead, reveal an alive character.
	Cult Leader	If the Cult Leader changes alignment, let them know.
	Butler	Butler chooses a Master.
	High Priestess	Incidate the best player to speak to.
	Dawn	Wake all players up. Announce the night's results.

Court of Miracles