FIRST NIGHT

Dusk	Start the Night Phase.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.
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.
Cousin	Wake the Cousin. They choose another player. Mark that player SHELTERED.
Lordling	Wake the Lordling. If the Bride is in play, show them the Bride player. Then they choose a player other than the Bride. Mark the chosen player MARKED.
Plague	Wake the Plague. They choose a living player. If healthy, poison them; otherwise they die, then poison one living good neighbour. Whenever a player becomes poisoned, show the Plague that player's character. Remember all evil players register as poisoned while the Plague has this ability.
Curate	Wake the Curate. They choose another player. Mark that player as MAD TARGET.
Bride's Mother	Wake the Bride's Mother. Point to either the Groom or the Bride player, without revealing which character they are. Mark that player KNOWN.
Chancellor	Wake the Chancellor. Choose a Townsfolk player and a player of a different character type, then show both.
Housekeeper	Wake the Housekeeper. Show 3 characters, exactly 1 of which is in play.
Nun	Wake the Nun. Show an in-play character, then show how many of that character's neighbours are evil.
Tailor	Wake the Tailor. They choose a player. Mark them as LAST CHOICE.
Cardinal	Wake the Cardinal. Show how many living players are poisoned.
Bride	Wake the Bride. Show how many of their living neighbours are poisoned. At dawn, if the Groom is alive, make the Bride sober and healthy.
Landsknecht	At the end of the first night, make the Landsknecht and 1 of their 2 closest good neighbours poisoned. Wake the Plague and show them both players' characters.
Dawn	Wait for a few seconds. End the Night Phase.

OTHER NIGHTS

Dusk	Start the Night Phase.
Greybeard	If another evil player dies while 5 or more players are alive, Greybeard might become their character. Resolve immediately. If Greybeard becomes a character whose night slot has not yet occurred, wake them at that character's normal slot.
Nameless	Any player still marked MENTIONED from today might die tonight. At dawn, remove all MENTIONED reminders.
Curate	If the Curate is marked TROUBLE TONIGHT, a good player might die tonight. If the Curate is dead, resolve this only if they were executed today. Then replace TROUBLE TONIGHT with NO ABILITY.
Henchman	Wake the Henchman. They choose a player different from last night. If that player is healthy, they do not wake tonight.
Cousin	Remove the previous SHELTERED reminder. Wake the Cousin. They choose another player. Mark that player SHELTERED.
Boatman	Wake the Boatman. If they use their ability, they choose another player. Swap their characters, then the chosen player dies. If they were evil before the swap, the Boatman becomes evil.
Plague	Wake the Plague. They choose a living player. If healthy, poison them; otherwise they die, then poison one living good neighbour. Whenever a player becomes poisoned, show the Plague that player's character. Remember all evil players register as poisoned while the Plague has this ability.
Lordling	If only 3 players live, the Lordling has lost this ability: do not wake them. Otherwise, wake the Lordling. They choose a player other than the Bride. Remove the previous MARKED reminder and mark the chosen player.
Kite	Wake the Kite. If they still have their ability, they may choose a player. If that player is healthy, they die and the Kite loses their ability. Mark Kite USED.
Groom	Wake the Groom. They choose a player. If they choose the living Bride for the first time, tell them they found the Bride, show 1 in-play Minion character, and mark the Groom USED.
Friar	Wake the Friar. If they use their ability, they choose a dead player. If good, wake that player and immediately resolve their ability as if alive, sober and healthy. First-night and starting-information abilities may resolve as though it were their first night; setup effects are not applied again. Mark Friar USED.
Doctor	Wake the Doctor. They choose a player different from last night. Show whether they are poisoned; if poisoned, make them sober and healthy.
Pettifogger	If Pettifogger fulfilled their Madness condition today for the first time, wake them and show the nominated player's alignment. Mark ability USED.
Tailor	Wake the Tailor. They choose a player. If they are an alive neighbour and were chosen last night, show their alignment. Update LAST CHOICE.
Bride	Wake the Bride. Show how many of their living neighbours are poisoned. At dawn, if the Groom is alive, make the Bride sober and healthy.
Cardinal	Wake the Cardinal. Show how many living players are poisoned.
Bride's Mother	If the Groom or the Bride died since the previous dawn, wake the Bride's Mother and show which one died.
Corpse Bearer	If 1 or more character abilities caused deaths today or tonight, wake the Corpse Bearer and show every character whose ability caused a death.
Dawn	Wait for a few seconds. End the Night Phase.

COMMUNITY CREATED CONTENT