



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.

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.

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.

Cardinal

Wake the Cardinal. Show how many living players are poisoned.

Dawn

Wait for a few seconds. End the Night Phase.

F
I
R
S
T

N
I
G
H
T

C



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.



Henchman

Wake the Henchman. They choose a player different from last night. If that player is healthy, they do not wake tonight.



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.



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.



Cardinal

Wake the Cardinal. Show how many living players are poisoned.



Dawn

Wait for a few seconds. End the Night Phase.

OTHER NIGHTS