

**Noble**

You start knowing 3 players, 1 and only 1 of which is evil.

**Investigator**

You start knowing that 1 of 2 players is a particular Minion.

**Clockmaker**

You start knowing how many steps from the Demon to its nearest Minion.

**Bounty Hunter**

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. **[1 Townsfolk is evil]**

**Flowergirl**

Each night*, you learn if a Demon voted today.

**Innkeeper**

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

**Chambermaid**

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

**Alsaahir**

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

**Professor**

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

**Artist**

Once per game, during the day, privately ask the Storyteller any yes/no question.

**Amnesiac**

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

**Choirboy**

If the Demon kills the King, you learn which player is the Demon. **[+ the King]**

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

**Drunk**

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

**Klutz**

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

**Mutant**

If you are "mad" about being an Outsider, you might be executed.

**Poisoner**

Each night, choose a player: they are poisoned tonight and tomorrow day.

**Harpy**

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

**Goblin**

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

**Vizier**

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

**Shabaloth**

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

**Kazali**

Each night*, choose a player: they die. **[You choose which players are which Minions. -? to +? Outsiders]**

**Zombuul**

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

**Al-Hadikhia**

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
	Lunatic	If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.
	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.
	Poisoner	The Poisoner chooses a player. ☺
	Harpy	The Harpy chooses a player ☺ & then another player. ☺ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Clockmaker	Give a finger signal.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Noble	Point to all three players marked KNOW .
	Bounty Hunter	Wake any player with a Townsfolk character: Show them the YOU ARE token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. ☺
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.
	Vizier	Declare that the Vizier is in play, and which player it is.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Poisoner	The Poisoner chooses a player. ◎
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Harpy	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	Zombuul	If no one died today, the Zombuul chooses a player. ◎
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	Al-Hadikhia	The Al-Hadikhia points at three players: Mark these players with the 1 , 2 , & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3 . Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.
	Kazali	The Kazali chooses a player. ◎
	Professor	The Professor might choose a dead player. ◎◎
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Flowergirl	Either nod or shake your head.
	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ◎
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.