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

### Empath
Each night, you learn how many
of your 2 alive neighbours are evil.

### Acrobat
Each night*, choose a player:
if they are drunk or poisoned,
you die.

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

### Lycanthrope
Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.

### Savant
Each day, you may visit the Storyteller
to learn two things in private:
1 is true & 1 is false.

### Slayer
Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.

### Fisherman
Once per game, during the day,
visit the Storyteller for some advice
to help your team win.

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

### Minstrel
When a Minion dies by execution, all other players
(except Travellers) are drunk until dusk tomorrow.

### Banshee
If the Demon kills you, all players learn this.
From now on, you may nominate twice per day
and vote twice per nomination.

### Tea Lady
If both your alive neighbors are good,
they can't die.

### Virgin
The 1st time you are nominated,
if the nominator is a Townsfolk,
they are executed immediately.

### Tinker
You might die
at any time.

### Golem
You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.

### Sweetheart
When you die,
1 player is drunk from now on.

### Heretic
Whoever wins, loses & whoever loses, wins,
even if you are dead.

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

### Assassin
Once per game, at night*, choose a player:
they die, even if for some reason they could not.

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

### Organ Grinder
All players keep their eyes closed when voting
and the vote tally is secret.
Each night, choose if you are drunk until dusk.

### 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]

### Legion
Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. [Most players are Legion]

### Riot
On day 3, Minions become Riot
& nominees die but nominate an alive player immediately.
This must happen.

*Not the
first night

| | | |
|---|---|---|
| **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. |
| **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. |
| **Organ Grinder** | The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the **DRUNK** reminder. ◉ If they shake their head, remove their **DRUNK** reminder. |
| **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. |
| **Empath** | Give a finger signal. |
| **Noble** | Point to al three players marked **KNOW**. |
| **Chambermaid** | The Chambermaid chooses 2 living players. Give a finger signal. |
| **Dawn** | Wait a few seconds. Call for eyes open. |

| | | |
|---|---|---|
| **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

**Acrobat** — The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

**Organ Grinder** — The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ◎
If they shake their head, remove their **DRUNK** reminder.

**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.

**Lycanthrope** — The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

**Legion** — You may decide a player that dies. (Once per living Legion) ◎

**Shabaloth** — A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

**Kazali** — The Kazali chooses a player. ◎

**Assassin** — The Assassin might choose a player. ◎◎

**Sweetheart** — If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎

**Banshee** — If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎
Publicly announce that the Banshee died.

**Tinker** — The Tinker might die. ◎

**Empath** — Give a finger signal.

**Chambermaid** — The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn** — Wait a few seconds. Call for eyes open & immediately say who died.