

**Noble**

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

**Clockmaker**

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

**Grandmother**

You start knowing a good player & their character.
If the Demon kills them, you die too.

**Librarian**

You start knowing that 1 of 2 players
is a particular Outsider. (Or that zero are in play.)

**Empath**

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

**High Priestess**

Each night, learn which player
the Storyteller believes you should talk to most.

**Innkeeper**

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

**Sailor**

Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.

**Village Idiot**

Each night, choose a player:
you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]

**Slayer**

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

**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.

**Golem**

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

**Plague Doctor**

If you die,
the Storyteller gains a Minion ability.

**Moonchild**

When you learn that you died,
publicly choose 1 alive player.
Tonight, if it was a good player, they die.

**Damsel**

All Minions know you are in play.
If a Minion publicly guesses you (once),
your team loses.

**Godfather**

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

**Devil's Advocate**

Each night, choose a living player
(different to last night):
if executed tomorrow, they don't die.

**Witch**

Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.

**Boomdandy**

If you are executed, all but 3 players die.
After a 10 to 1 countdown,
the player with the most players pointing at them, dies.

**Shabaloth**

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

**Pukka**

Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes
healthy.

**Zombuul**

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

**Fang Gu**

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]

*Not the
first night

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	Devil's Advocate	The Devil's Advocate chooses a living player. ☹
	Witch	The Witch chooses a player. ☹
	Zombuul	If no one died today, the Zombuul chooses a player. ☹
	Pukka	The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹
	Shabaloth	A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹
	Fang Gu	The Fang Gu chooses a player. ☹ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down. ☹
	Godfather	If an Outsider died today, the Godfather chooses a player. ☹
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ☹ Publicly announce that the Banshee died.
	Damsel	TBD
	Moonchild	If the Moonchild is due to kill a good player, they die. ☹
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	Empath	Give a finger signal.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.