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.

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

Pixie
You start knowing 1 in-play Townsfolk.
If you were mad that you were this character,
you gain their ability when they die.

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.

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.

Soldier
You are safe
from the Demon.

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.

Goon
Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.

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

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

Politician
If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.

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.

Widow
On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.

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

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

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

Vortox
Each night*, choose a player: they die.
Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.

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.

Pixie | If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎

Innkeeper | The Innkeeper chooses 2 players. ◎◎◎

Devil's Advocate | The Devil's Advocate chooses a living player. ◎

Zombuul | If no one died today, the Zombuul chooses a player. ◎

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. ◎

Vortox | The Vortox chooses a player. ◎

Godfather | If an Outsider died today, the Godfather chooses a player. ◎

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

Moonchild | If the Moonchild is due to kill a good player, they die. ◎

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.