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

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

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

Balloonist
Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]

General
Each night, you learn which alignment
the Storyteller believes is winning:
good, evil, or neither.

King
Each night, if the dead equal or outnumber the living,
you learn 1 alive character.
The Demon knows you are the King.

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

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.

Farmer
If you die at night,
an alive good player becomes a Farmer.

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

Mayor
If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.

Magician
The Demon thinks you are a Minion.
Minions think you are a Demon.

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

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

Saint
If you die by execution,
your team loses.

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

Wizard
Once per game, choose to make a wish.
If granted, it might have a price &
leave a clue as to its nature.

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

Scarlet Woman
If there are 5 or more players alive
& the Demon dies, you become the Demon.
(Travellers don't count)

Xaan
On night X,
all Townsfolk are poisoned until dusk.
[X Outsiders]

Po
Each night*, you may choose a player: they die.
If your last choice was no-one,
choose 3 players tonight.

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.

Vigormortis
Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]

*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
	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. ◎
	Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Wizard	Run the Wizard's ability, if applicable.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
	Zombuul	If no one died today, the Zombuul chooses a player. ◎
	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
	Vortox	The Vortox chooses a player. ◎
	Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.

	Farmer	If the Farmer died tonight:
		    Wake an alive good player.
		    Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
		    Replace their previous character token with a Farmer character token.

	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ◎
	King	If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.