

**Pixie**

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

**Gambler**

Each night\*, choose a player & guess their character: if you guess wrong, you die.

**Monk**

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.

**Snake Charmer**

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

**Mathematician**

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

**King**

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

**Alsaahir**

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

**Courtier**

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

**Philosopher**

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

**Artist**

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

**Slayer**

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

**Banshee**

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

**Fool**

The first time you die, you don't.

**Mutant**

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

**Zealot**

If 5 or more players are alive, you must vote for every nomination.

**Ogre**

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

**Moonchild**

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

**Mezepheles**

You start knowing a secret word. The 1st good player to say this word becomes evil that night.

**Devil's Advocate**

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

**Marionette**

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]

**Goblin**

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

**Po**

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

**Fang Gu**

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

**Legion** ♡

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

**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.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ☺
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>King</b>	Wake the Demon. Show them the <b>THIS PLAYER IS</b> info token, then the King token, then point at the King player.
	<b>Marionette</b>	Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token. Put the Demon to sleep.
	<b>Courtier</b>	The Courtier might choose a character. ☺☺
	<b>Snake Charmer</b>	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☺
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ☺
	<b>Mezepheles</b>	Show a single word on a piece of paper, phone, or other device.
	<b>Pixie</b>	Show the Townsfolk character token marked <b>MAD</b> .
	<b>Ogre</b>	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	<b>Mathematician</b>	Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Pixie</b>	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☺
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ☺
	<b>Courtier</b>	The Courtier might choose a character. ☺☺
	<b>Gambler</b>	The Gambler chooses a player & a character. ☺
	<b>Snake Charmer</b>	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☺
	<b>Monk</b>	The Monk chooses a player. ☺
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ☺
	<b>Mezepheles</b>	If a player is marked with the <b>URNS EVIL</b> reminder: Wake them. Show the <b>YOU ARE</b> info token then give a thumbs down. Put them to sleep. Turn their character token upside down. (This shows they are now evil.) Mark the Mezepheles with the <b>NO ABILITY</b> reminder. ☺
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) ☺
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☺ or ☺☺(*
	<b>Fang Gu</b>	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☺
	<b>Al-Hadikha</b>	The Al-Hadikha points at three players: Mark these players with the <b>1</b> , <b>2</b> , & <b>3</b> reminders, in the chosen order. Put the Al-Hadikha to sleep. Wake the player marked <b>1</b> & say "The A-I Hadikha 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 <b>2</b> & <b>3</b> . 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.
	<b>Banshee</b>	If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ☺ Publicly announce that the Banshee died.
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ☺
	<b>King</b>	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.
	<b>Mathematician</b>	Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.