Popularity Contest v1.0.0 *by Absor*

Spirit of Ivory · Djinn

TOWNSFOLK



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



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 outnumber the living, you learn 1 alive character. The Demon knows who you are.



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



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



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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



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



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



Pacifist
Executed good players might not die.

OUTSIDER



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



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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



Snitch
Minions start knowing 3 not-in-play characters.

MINION



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



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



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.



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

Popularity Contest — by Absor

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Snitch
5. King
6. Engineer
7. Courtier
8. Washerwoman
9. Cult Leader
10. Mathematician
11. Dawn

FABLED, JINXES & LORIC

Boffin & Ogre

The Demon cannot have the Ogre ability.

Al-Hadikhia & Mastermind

If the Al-Hadikhia dies by execution, and the Mastermind is alive, the Al-Hadikhia chooses 3 good players tonight: if all 3 choose to live, evil wins. Otherwise, good wins.

Boffin & Cult Leader

If the Demon has the Cult Leader ability, they can't turn good due to this ability.

FABLED

Spirit of Ivory

There can't be more than 1 extra evil player.

Djinn

Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. Dusk
2. Engineer
3. Courtier
4. Exorcist
5. Al-Hadikhia
6. Professor
7. Choirboy
8. King
9. Cult Leader
10. Mathematician
11. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 D
Dusk
Start the Night Phase.

2 M
Minion Info
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D
Demon Info
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4 
Snitch
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

5 
King
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6 
Engineer
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

7 
Courtier
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

8 
Washerwoman
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

9 
Cult Leader
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

10 
Mathematician
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

11 D
Dawn
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

3 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

4 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

5 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

6 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

7 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

8 **King**
If there are more dead than living, show the King a character token of a living player.

9 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

10 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

11 D **Dawn**
Wait for a few seconds. End the Night Phase.