Half a World Away v1.0.0 *by Radium*

Djinn

TOWNSFOLK



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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.



Undertaker
Each night*, you learn which character died by execution today.



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



Alchemist
You have a not-in-play Minion ability.



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]



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 neighbours are good, they can't die.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



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.



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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

MINION



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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



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



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

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



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



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. King
7. Marionette
8. Lleech
9. Pukka
10. Empath
11. Balloonist
12. Bounty Hunter
13. Cult Leader
14. Dawn

FABLED, JINXES & LORIC

Legion & Hatter

If Legion is created, all evil players become Legion. If Legion is in play, the Hatter has no ability.

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Legion
4. Pukka
5. Lleech
6. Barber
7. Professor
8. Choirboy
9. Farmer
10. Empath
11. Undertaker
12. Balloonist
13. King
14. Bounty Hunter
15. Cult Leader
16. 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Poppy Grower**
Do not inform the Demon/Minions who each other are

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

7  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

8  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

9  **Pukka**
The Pukka points to a player. That player is poisoned.

10  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

11  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

12  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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

14 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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Legion**
Choose a player, that player dies.

4 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

5 **Lleech**
The Lleech points to a player. That player dies.

6 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

7 **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.

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

9 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

10 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

11 **Undertaker**
If a player was executed today: Show that player's character token.

12 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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

14 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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

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