# Council of al-Hadikhia v1.0.1 *by Coyotenight*

Djinn

## TOWNSFOLK



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



### Chef
You start knowing how many pairs of evil players there are.



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



### 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.



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



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



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



### Oracle
Each night*, you learn how many dead players are evil.



### Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



### Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



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

## OUTSIDER



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



### Saint
If you die by execution, your team loses.



### Sweetheart
When you die, 1 player is drunk from now on.



### Recluse
You might register as evil & as a Minion or Demon, even if dead.



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

## MINION



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



### Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



### Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



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

## 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

*Council of al-Hadikhia — by Coyotenight*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Snitch
6. King
7. Marionette
8. Widow
9. Snake Charmer
10. Pixie
11. Chef
12. Empath
13. Noble
14. Balloonist
15. Bounty Hunter
16. Dawn

## FABLED, JINXES & LORIC

**Marionette & Balloonist**

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

**Widow & Poppy Grower**

If the Poppy Grower has their ability, the Widow does not see the Grimoire.

**Scarlet Woman & Al-Hadikhia**

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Snake Charmer
4. Scarlet Woman
5. Al-Hadikhia
6. Sweetheart
7. Professor
8. Ravenkeeper
9. Empath
10. Oracle
11. Juggler
12. Balloonist
13. King
14. Bounty Hunter
15. 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 **Poppy Grower**
Do not inform the Demon/Minions who each other are

5 **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.

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 **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

9 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

10 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

11 **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

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

13 **Noble**
Point to 3 players including one evil player, in no particular order.

14 **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.

15 **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.

16 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 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

4 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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 **Sweetheart**
Choose a player that is drunk.

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 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

10 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

11 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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