I Like Your Hat v1.0.0 *by Martröð Auga*

Djinn

TOWNSFOLK



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



Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Town Crier
Each night*, you learn if a Minion nominated today.



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



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



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



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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



Fool
The first time you die, you don't.



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



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



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



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



Wraith
You may choose to open your eyes at night. You wake when other evil players do.



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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



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

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Snake Charmer
5. Witch
6. Investigator
7. Chef
8. Dreamer
9. Seamstress
10. Dawn

FABLED, JINXES & LORIC

Al-Hadikhia & Princess

If the Princess nominated & executed a player on their 1st day, no one dies to the Al-Hadikhia tonight.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Snake Charmer
4. Witch
5. Imp
6. Po
7. Al-Hadikhia
8. Barber
9. Ravenkeeper
10. Undertaker
11. Dreamer
12. Town Crier
13. Oracle
14. Seamstress
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		**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.
5		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
6		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
7		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
9		**Seamstress** The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
10	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 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

5 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

6 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

7 **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.

8 **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.

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

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

11 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

12 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

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

14 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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