

TOWNSFOLK



Noble

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Monk

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



Artist

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



Soldier

You are safe from the Demon.



Tea Lady

If both your alive neighbours are good, they can't die.

OUTSIDER



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINION



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



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

Ikebana! — by Habby

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Sailor
- 5  Marionette
- 6  Noble
- 7  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Monk
- 4  Al-Hadikhia
- 5  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		Dusk Start the Night Phase.
2		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		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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		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.
6		Noble Point to 3 players including one evil player, in no particular order.
7		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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- 1  **Dusk**
| Start the Night Phase.
- 2  **Sailor**
| The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
- 3  **Monk**
| The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
- 4  **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.
- 5  **Dawn**
| Wait for a few seconds. End the Night Phase.