# Hats Off! v1.0.0 *by taylor*

Angel · Toymaker · Storm Catcher · Fibbin · Djinn

## TOWNSFOLK



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



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



### Knight
You start knowing 2 players that are not the Demon.



### Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



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



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



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



### High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



### Soldier
You are safe from the Demon.



### Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



### Flowergirl
Each night*, you learn if a Demon voted today.



### General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

## OUTSIDER



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



### Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



### Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

## MINION



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



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



### 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.



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

## 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.



### Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Magician
6. Lil' Monsta
7. Witch
8. Damsel
9. Washerwoman
10. Chef
11. Grandmother
12. Bounty Hunter
13. General
14. Dawn

## FABLED, JINXES & LORIC

**Lil' Monsta & Hatter**
If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.

**Lil' Monsta & Vizier**
If the Vizier is babysitting Lil' Monsta, they die when executed.

**Magician & Vizier**
If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.

**Lil' Monsta & Magician**
If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

**Plague Doctor & Baron**
If the Storyteller would gain the Baron ability, up to two players become Outsiders.

**Bounty Hunter & Philosopher**
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

### FABLED

**Angel**
Something bad might happen to whoever is most responsible for the death of a new player.

**Toymaker**
The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

**Fibbin**
Once per game, 1 good player might get incorrect information.

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

### LORIC

**Storm Catcher**
Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

### RECOMMENDED TRAVELLERS

**Gnome**
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

**Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

**Gangster**
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Witch
4. Exorcist
5. Al-Hadikhia
6. Lil' Monsta
7. Sweetheart
8. Damsel
9. Grandmother
10. Flowergirl
11. Bounty Hunter
12. General
13. 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  **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5  **Magician**

6  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

7  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

8  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

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

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

11  **Grandmother**
Show the marked character token. Point to the marked player.

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  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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  **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

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

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  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

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

8  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

9  **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

10  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

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

12  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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