Tip Of The Hat v1.0.0 *by Napoleon*

Djinn

TOWNSFOLK

Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

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

Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

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

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

Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.

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

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

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

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

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

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

OUTSIDER

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

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

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION

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

Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

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

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.

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

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]

Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Lil' Monsta
6. Fearmonger
7. Pixie
8. Amnesiac
9. Chef
10. Balloonist
11. General
12. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Magician

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

Lil' Monsta & Scarlet Woman

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

Heretic & Baron

Only 1 jinxed character can be in play.

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. Innkeeper
3. Monk
4. Fearmonger
5. Scarlet Woman
6. Vortox
7. Al-Hadikhia
8. Lil' Monsta
9. Gossip
10. Amnesiac
11. Town Crier
12. Balloonist
13. General
14. 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 **Magician**

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

6 **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

8 **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

10 **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.

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

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

Other Nights

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1 **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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

4 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

6 **Vortox**
The Vortox points to a player. That player dies.

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 **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.

9 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

10 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

11 **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).

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

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