Shady Oaks Retirement Village v1.0.0 *by Guggie*

Djinn

TOWNSFOLK



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



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



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



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



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



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



Soldier
You are safe from the Demon.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



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

OUTSIDER



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



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



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



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

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.



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



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



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.



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

Shady Oaks Retirement Village — by Guggie

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Widow
6. Witch
7. Fortune Teller
8. Grandmother
9. Seamstress
10. Chambermaid
11. Dawn

FABLED, JINXES & LORIC

Recluse & Sage

The Recluse might register as the Demon to the Sage.

Pit-Hag & Politician

If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Gambler
4. Monk
5. Witch
6. Pit-Hag
7. Imp
8. Shabaloth
9. Vigormortis
10. Gossip
11. Sage
12. Grandmother
13. Fortune Teller
14. Oracle
15. Seamstress
16. Chambermaid
17. 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 
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.

6 
Witch
The Witch points to a player. If that player nominates tomorrow they die immediately.

7 
Fortune Teller
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

8 
Grandmother
Show the marked character token. Point to the marked player.

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 
Chambermaid
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

Other Nights

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1. **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. 
   Gambler
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4. 
   Monk
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
5. 
   Witch
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
6. 
   Pit-Hag
   The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
7. 
   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.
8. 
   Shabaloth
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
9. 
   Vigormortis
   The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
10. 
    Gossip
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11. 
    Sage
    If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
12. 
    Grandmother
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
13. 
    Fortune Teller
    The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
14. 
    Oracle
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
15. 
    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.
16. 
    Chambermaid
    The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
17. **Dawn**
    Wait for a few seconds. End the Night Phase.