Yo Shabba Shabba v1.0.0 *by Avery (and Mia)*

TOWNSFOLK



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



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



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



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



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



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.



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



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



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Farmer
If you die at night, an alive good player becomes a Farmer.

OUTSIDER



Tinker
You might die at any time.



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



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



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

MINION



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



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



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Pixie
7. Chef
8. Empath
9. Fortune Teller
10. Noble
11. General
12. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Gambler
5. Shabaloth
6. Assassin
7. Professor
8. Farmer
9. Tinker
10. Empath
11. Fortune Teller
12. Oracle
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		**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.
5		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
7		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9		**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.
10		**Noble** Point to 3 players including one evil player, in no particular order.
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	D	**Dusk** Start the Night Phase.
2		**Poisoner** The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		**Innkeeper** The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		**Gambler** The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5		**Shabaloth** One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
6		**Assassin** If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
7		**Professor** If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
8		**Farmer** If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
9		**Tinker** The Tinker might die.
10		**Empath** Show the finger signal (0, 1, 2) for the number of evil neighbours.
11		**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.
12		**Oracle** Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
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.