

TOWNSFOLK



Noble

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



Grandmother

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



Alchemist

You have a not-in-play Minion ability.



Empath

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



Balloonist

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



Sailor

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



Gambler

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



Innkeeper

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



Gossip

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Professor

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



Cannibal

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



Pacifist

Executed good players might not die.



Magician

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

OUTSIDER



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Assassin

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



Mezephales

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

DEMON



Shabaloth

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



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

Shabalegion — by themeeman

FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  **A** Alchemist
- 5  **M** Magician
- 6  **L** Lunatic
- 7  **S** Sailor
- 8  **W** Widow
- 9  **G** Godfather
- 10  **D** Devil's Advocate
- 11  **M** Mezephales
- 12  **E** Empath
- 13  **G** Grandmother
- 14  **N** Noble
- 15  **B** Balloonist
- 16  **D** Dawn

FABLED, JINXES & LORIC



Cannibal & Juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.



Alchemist & Widow

An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.



Magician & Widow

When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.



Magician & Legion

If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

FABLED



Spirit of Ivory

There can't be more than 1 extra evil player.



Djinn

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

OTHER NIGHTS

- 1  **D** Dusk
- 2  **S** Sailor
- 3  **I** Innkeeper
- 4  **G** Gambler
- 5  **D** Devil's Advocate
- 6  **M** Mezephales
- 7  **L** Lunatic
- 8  **L** Legion
- 9  **S** Shabaloth
- 10  **A** Assassin
- 11  **G** Godfather
- 12  **G** Gossip
- 13  **B** Barber
- 14  **P** Professor
- 15  **M** Moonchild
- 16  **G** Grandmother
- 17  **E** Empath
- 18  **J** Juggler
- 19  **B** Balloonist
- 20  **D** 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

Shabalegion — by themeeman

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		Alchemist Show the Alchemist a not-in-play Minion token
5		Magician
6		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
7		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
8		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.
9		Godfather Show each of the Outsider tokens in play.
10		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
11		Mezepheles Show the Mezepheles their secret word.
12		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		Grandmother Show the marked character token. Point to the marked player.
14		Noble Point to 3 players including one evil player, in no particular order.
15		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.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Shabalegion — by themeeman

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		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		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
7		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
8		Legion Choose a player, that player dies.
9		Shabalothe One player that the Shabalothe chose the previous night might be resurrected. The Shabalothe points to two players. Those players die.
10		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.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13		Barber If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
14		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.
15		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
16		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
18		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
19		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.
20		Dawn Wait for a few seconds. End the Night Phase.