Legion 2: Electric Boogaloo v2.3.0 *by Felicia*

Djinn

TOWNSFOLK



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



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



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



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]



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



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.



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



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

OUTSIDER



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



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



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



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

MINION



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



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.



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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

DEMON



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



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



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

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Engineer
6. Poisoner
7. Snake Charmer
8. Godfather
9. Chef
10. Empath
11. Fortune Teller
12. Noble
13. Balloonist
14. Bounty Hunter
15. Dawn

FABLED, JINXES & LORIC

Legion & Hatter
If Legion is created, all evil players become Legion. If Legion is in play, the Hatter has no ability.

Summoner & Hatter
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Legion & Summoner
If Legion is summoned, all evil players become Legion.

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

Recluse & Sage
The Recluse might register as the Demon to the Sage.

Legion & Engineer
If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.

Summoner & Engineer
If the living Summoner is removed from play, the Storyteller has the Summoner ability.

FABLED

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

RECOMMENDED TRAVELLERS

Judge
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Scapegoat
If a player of your alignment is executed, you might be executed instead.

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

Voudon
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Engineer
4. Poisoner
5. Snake Charmer
6. Scarlet Woman
7. Legion
8. Vortox
9. Assassin
10. Godfather
11. Barber
12. Sage
13. Empath
14. Fortune Teller
15. Balloonist
16. Bounty Hunter
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  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

6  **Poisoner**
The Poisoner points to a player. That player is poisoned.

7  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

8  **Godfather**
Show each of the Outsider tokens in play.

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

10  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

11  **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.

12  **Noble**
Point to 3 players including one evil player, in no particular order.

13  **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.

14  **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.

15 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 

Engineer
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

4 

Poisoner
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 

Snake Charmer
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6 

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

7 

Legion
Choose a player, that player dies.

8 

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

9 

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.

10 

Godfather
If an Outsider died today: The Godfather points to a player. That player dies.

11 

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.

12 

Sage
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

13 

Empath
Show the finger signal (0, 1, 2) for the number of evil neighbours.

14 

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.

15 

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.

16 

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

17 D

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