Babylon v1.2.0 *by Ocean*

TOWNSFOLK



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



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



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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.



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Alchemist
You have a not-in-play Minion ability.



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



Fool
The first time you die, you don't.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



Pacifist
Executed good players might not die.

OUTSIDER



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



Tinker
You might die at any time.



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



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.



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



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



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



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



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



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Poppy Grower
6. Lunatic
7. Sailor
8. Poisoner
9. Godfather
10. Devil's Advocate
11. Grandmother
12. Cult Leader
13. D — Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Deviant
If you were funny today, you cannot die by exile.

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.

OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Innkeeper
6. Gambler
7. Devil's Advocate
8. Lunatic
9. Lycanthrope
10. Legion
11. Po
12. Assassin
13. Godfather
14. Acrobat
15. Farmer
16. Tinker
17. Moonchild
18. Grandmother
19. Cult Leader
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

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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  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Poppy Grower**
Do not inform the Demon/Minions who each other are

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

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

12  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **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.

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

5 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

6 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

7 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

8 **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.

9 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

10 **Legion**
Choose a player, that player dies.

11 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

12 **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.

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

14 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

15 **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.

16 **Tinker**
The Tinker might die.

17 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

18 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

19 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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