I'll handle this v1.2.0 *by The Honeyman*

Djinn

TOWNSFOLK



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



Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



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]



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



Undertaker
Each night*, you learn which character died by execution today.



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



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



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



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



Pacifist
Executed good players might not die.

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.



Sweetheart
When you die, 1 player is drunk from now on.



Mutant
If you are "mad" about being an Outsider, you might be executed.



Snitch
Minions start knowing 3 not-in-play characters.

MINION



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



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



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

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FIRST NIGHT

1. (D) Dusk
2. (M) Minion Info
3. (D) Demon Info
4. Snitch
5. Lil' Monsta
6. Pixie
7. Investigator
8. Chef
9. Empath
10. Balloonist
11. Bounty Hunter
12. Spy
13. (D) Dawn

FABLED, JINXES & LORIC

Boffin & Drunk

The Demon cannot have the Drunk ability.

Lil' Monsta & Scarlet Woman

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

Recluse & Sage

The Recluse might register as the Demon to the Sage.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Apprentice

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

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.

OTHER NIGHTS

1. (D) Dusk
2. Scarlet Woman
3. Lil' Monsta
4. Gossip
5. Sweetheart
6. Sage
7. Empath
8. Undertaker
9. Oracle
10. Balloonist
11. Bounty Hunter
12. Spy
13. (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  **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

5  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

6  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

7  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

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

10  **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.

11  **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.

12  **Spy**
Show the Grimoire to the Spy for as long as they need.

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

3  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

4  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

5  **Sweetheart**
Choose a player that is drunk.

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

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

8  **Undertaker**
If a player was executed today: Show that player's character token.

9  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

10  **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.

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

12  **Spy**
Show the Grimoire to the Spy for as long as they need.

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