Randomized v1.0.0 *by Sorbet_*

Djinn

TOWNSFOLK



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



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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



Flowergirl
Each night*, you learn if a Demon voted today.



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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



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



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



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



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



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

OUTSIDER



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



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



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



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



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.



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.



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

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poisoner
6. Widow
7. Courtier
8. Devil's Advocate
9. Pukka
10. Chef
11. Noble
12. Bounty Hunter
13. Nightwatchman
14. Chambermaid
15. Dawn

FABLED, JINXES & LORIC

Summoner & Hatter

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

Summoner & Courtier

If the living Summoner has no ability, the Storyteller has the Summoner ability.

Bounty Hunter & Philosopher

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

Summoner & Zombuul

If the Summoner summons a dead player into the Zombuul, the Zombuul has already 'died once'.

Summoner & Pukka

The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

Heretic & Widow

Only 1 jinxed character can be in play.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Courtier
5. Gambler
6. Devil's Advocate
7. Zombuul
8. Pukka
9. Fang Gu
10. Vortox
11. Barber
12. Undertaker
13. Flowergirl
14. Bounty Hunter
15. Nightwatchman
16. Chambermaid
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 
Poisoner
The Poisoner points to a player. That player is poisoned.

6 
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.

7 
Courtier
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

8 
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

9 
Pukka
The Pukka points to a player. That player is poisoned.

10 
Chef
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

11 
Noble
Point to 3 players including one evil player, in no particular order.

12 
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.

13 
Nightwatchman
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

14 
Chambermaid
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

4 
Courtier
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

5 
Gambler
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

6 
Devil's Advocate
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

7 
Zombuul
If no-one died during the day: The Zombuul points to a player. That player dies.

8 
Pukka
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

9 
Fang Gu
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

10 
Vortox
The Vortox 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 
Undertaker
If a player was executed today: Show that player's character token.

13 
Flowergirl
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

14 
Bounty Hunter
If the known evil player has died, point to another evil player.

15 
Nightwatchman
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

16 
Chambermaid
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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