custom-list 9.0 v1.0.0 *by Gela*

Djinn

TOWNSFOLK



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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.



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



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



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

OUTSIDER



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



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



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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

MINION



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



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



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



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Snitch
7. Marionette
8. Witch
9. Pukka
10. Huntsman
11. Damsel
12. Librarian
13. Noble
14. Balloonist
15. Bounty Hunter
16. General
17. Dawn

FABLED, JINXES & LORIC

Marionette & Summoner
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Alchemist & Summoner
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

Alchemist & Organ Grinder
If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

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

Marionette & Balloonist
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Marionette & Huntsman
If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

Summoner & Poppy Grower
If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Innkeeper
4. Witch
5. Pukka
6. No Dashii
7. Vigormortis
8. Huntsman
9. Damsel
10. Ravenkeeper
11. Oracle
12. Balloonist
13. Bounty Hunter
14. General
15. 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		**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.
7		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
8		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
9		**Pukka** The Pukka points to a player. That player is poisoned.
10		**Huntsman** The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
11		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
12		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
13		**Noble** Point to 3 players including one evil player, in no particular order.
14		**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.
15		**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.
16		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
17	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. 
   Innkeeper
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4. 
   Witch
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5. 
   Pukka
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
6. 
   No Dashii
   The No Dashii points to a player. That player dies.
7. 
   Vigormortis
   The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
8. 
   Huntsman
   The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
9. 
   Damsel
   If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
10. 
    Ravenkeeper
    If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
11. 
    Oracle
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
12. 
    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.
13. 
    Bounty Hunter
    If the known evil player has died, point to another evil player.
14. 
    General
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.