# This is Lunacy v1.0.0 *by Respawn*

Storm Catcher Djinn

## TOWNSFOLK



### Noble
You start knowing 3 players, 1 and only 1 of which 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]



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



### 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.



### 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.



### Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



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



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



### Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



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

## 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.



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



### Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## MINION



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



### Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



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



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

## DEMON



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



### Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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



### 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. Poppy Grower
5. Lunatic
6. Marionette
7. Poisoner
8. Pukka
9. Empath
10. Fortune Teller
11. Noble
12. Balloonist
13. Dawn

## FABLED, JINXES & LORIC

**Pit-Hag & Village Idiot**

If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

**Marionette & Balloonist**

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

**Pit-Hag & Politician**

If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

### FABLED

**Djinn**

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

### LORIC

**Storm Catcher**

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

### RECOMMENDED TRAVELLERS

**Thief**

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

**Butcher**

Each day, after the 1st execution, you may nominate again.

**Bone Collector**

Once per game, at night, choose a dead player: they regain their ability until dusk.

**Judge**

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

**Scapegoat**

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

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Poisoner
4. Innkeeper
5. Gambler
6. Pit-Hag
7. Scarlet Woman
8. Lunatic
9. Exorcist
10. Lycanthrope
11. Imp
12. Pukka
13. Vigormortis
14. Barber
15. Farmer
16. Tinker
17. Empath
18. Fortune Teller
19. Balloonist
20. 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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

5  **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.

6  **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.

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

8  **Pukka**
The Pukka points to a player. That player is poisoned.

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

10  **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.

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

12  **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.

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

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

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

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

6 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

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

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 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

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

11 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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

13 **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.

14 **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.

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

18 **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.

19 **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.

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