Weird Shit Happens v2.0.0 *by Nycto*

Hindu · Spirit of Ivory · Djinn

TOWNSFOLK



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



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



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



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]



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



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



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



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



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



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



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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]



Baron
There are extra Outsiders in play. [+2 Outsiders]

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]



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

Quick Reference

Weird Shit Happens — by Nycto

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. Marionette
6. Lil' Monsta
7. Damsel
8. Chef
9. Grandmother
10. Balloonist
11. D — 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.

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

Plague Doctor & Baron
If the Storyteller would gain the Baron ability, up to two players become Outsiders.

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

Pit-Hag & Damsel
If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

Plague Doctor & Marionette
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

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

FABLED

Spirit of Ivory
There can't be more than 1 extra evil player.

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

LORIC

Hindu
The first 4 players to die are immediately reincarnated as Travellers of the same alignment.

RECOMMENDED TRAVELLERS

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

Cacklejack
Each day, choose a player: a different player changes character tonight.

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

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

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.

OTHER NIGHTS

1. D — Dusk
2. Gambler
3. Monk
4. Pit-Hag
5. Lunatic
6. Lycanthrope
7. No Dashii
8. Lil' Monsta
9. Gossip
10. Damsel
11. Grandmother
12. Undertaker
13. Flowergirl
14. Balloonist
15. 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  **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.

5  **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.

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

7  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

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

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

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

3 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

4 **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.

5 **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.

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

7 **No Dashii**
The No Dashii points to a player. That player dies.

8 **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.

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

10 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

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 **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.

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