Hung Out to Dry 1.2 v1.2.0 *by jordodrogo*

Storm Catcher Djinn

TOWNSFOLK

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

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

Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.

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

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

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

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

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

Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

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

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

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

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

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

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

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

MINION

Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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

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

DEMON

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

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

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poppy Grower
6. Marionette
7. Evil Twin
8. Pixie
9. Huntsman
10. Damsel
11. Washerwoman
12. Chef
13. Seamstress
14. Nightwatchman
15. Spy
16. General
17. Dawn

FABLED, JINXES & LORIC

Marionette & Huntsman

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

Spy & Poppy Grower

If the Poppy Grower has their ability, the Spy does not see the Grimoire.

Spy & Damsel

If the Spy is (or has been) in play, the Damsel is poisoned.

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.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Monk
5. Imp
6. Fang Gu
7. No Dashii
8. Barber
9. Huntsman
10. Damsel
11. Ravenkeeper
12. Seamstress
13. Nightwatchman
14. Spy
15. General
16. 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 **Poppy Grower**
Do not inform the Demon/Minions who each other are

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 **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

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

9 **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.

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

11 **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

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

13 **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

14 **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.

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

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 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

Poppy Grower

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

4

Monk

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

5

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.

6

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.

7

No Dashii

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

8

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.

9

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.

10

Damsel

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

11

Ravenkeeper

If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

12

Seamstress

If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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

Spy

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

15

General

Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

16 D

Dawn

Wait for a few seconds. End the Night Phase.