# Rho-Dashii's Wheelhouse v1.0.0 *by fil*

Storm Catcher

## TOWNSFOLK



### Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



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



### 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.



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



### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



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



### Tea Lady
If both your alive neighbours are good, they can't die.



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

## OUTSIDER



### Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



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



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



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

## MINION



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



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



### 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



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

# Quick Reference

*Rho-Dashii's Wheelhouse — by fil*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Snitch
5. Lunatic
6. Marionette
7. Pixie
8. Amnesiac
9. Investigator
10. Fortune Teller
11. Grandmother
12. Spy
13. Dawn

## FABLED, JINXES & LORIC

### 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. Innkeeper
3. Gambler
4. Lunatic
5. No Dashii
6. Gossip
7. Amnesiac
8. Farmer
9. Grandmother
10. Fortune Teller
11. Spy
12. 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  **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.

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

8  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

9  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

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

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

# Other Nights

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1 **Dusk**
Start the Night Phase.

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

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

4  **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.

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

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

7  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

8  **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.

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

10  **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.

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

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