This is a weird town... v2.0.0 *by Nate*

Storm Catcher · Djinn

TOWNSFOLK



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



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



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



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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.



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.



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



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Fool
The first time you die, you don't.



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

OUTSIDER



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



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



Sweetheart
When you die, 1 player is drunk from now on.



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

MINION



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



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



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

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Sailor
6. Lil' Monsta
7. Poisoner
8. Devil's Advocate
9. Witch
10. Huntsman
11. Damsel
12. Washerwoman
13. Librarian
14. Chef
15. Empath
16. Fortune Teller
17. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

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.

Scapegoat

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Monk
6. Devil's Advocate
7. Witch
8. Po
9. Fang Gu
10. Lil' Monsta
11. Assassin
12. Gossip
13. Sweetheart
14. Huntsman
15. Damsel
16. Empath
17. Fortune Teller
18. Undertaker
19. 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		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7		**Poisoner** The Poisoner points to a player. That player is poisoned.
8		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
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		**Washerwoman** Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
13		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
14		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
15		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
16		**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.
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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

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

6 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

7 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

8 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

9 **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.

10 **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.

11 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

13 **Sweetheart**
Choose a player that is drunk.

14 **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.

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

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

17 **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.

18 **Undertaker**
If a player was executed today: Show that player's character token.

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