# Gardening in the Storm v1.0.0 *by Cute Mage*

Bootlegger · Storm Catcher · Djinn

## TOWNSFOLK



### Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



### Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



### Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### 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.



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



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



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



### Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



### Soldier
You are safe from the Demon.



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

## OUTSIDER



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



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



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



### Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

## MINION



### Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



### Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



### Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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

## DEMON



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



### Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



### Po

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

# Quick Reference

*Gardening in the Storm — by Cute Mage*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Snitch
6. Lunatic
7. Lil' Monsta
8. Poisoner
9. Godfather
10. Cerenovus
11. Pixie
12. Investigator
13. Empath
14. Fortune Teller
15. Clockmaker
16. Noble
17. General
18. Dawn

## FABLED, JINXES & LORIC

**Lil' Monsta & Hatter**

If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.

**Summoner & Hatter**

If the Summoner creates a second living Demon, deaths tonight are arbitrary.

**Lil' Monsta & Scarlet Woman**

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

**Summoner & Clockmaker**

The Summoner registers as the Demon to the Clockmaker.

**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.

**Summoner & Poppy Grower**

If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

### FABLED

**Djinn**

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

### LORIC

**Bootlegger**

This script has homebrew characters or rules.

**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. Poppy Grower
3. Poisoner
4. Innkeeper
5. Cerenovus
6. Scarlet Woman
7. Lunatic
8. Po
9. Vigormortis
10. Lil' Monsta
11. Godfather
12. Ravenkeeper
13. Empath
14. Fortune Teller
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. **Dusk**
   Start the Night Phase.
2. **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. **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. **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.
6. **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.
7. **Lil' Monsta**
   Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
8. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
9. **Godfather**
   Show each of the Outsider tokens in play.
10. **Cerenovus**
    The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
11. **Pixie**
    Show the Pixie 1 in-play Townsfolk character token.
12. **Investigator**
    Show the character token of a Minion in play. Point to two players, one of which is that character.
13. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
14. **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.
15. **Clockmaker**
    Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
16. **Noble**
    Point to 3 players including one evil player, in no particular order.
17. **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
18. **Dawn**
    Wait for a few seconds. End the Night Phase.

# Other Nights

*Gardening in the Storm — by Cute Mage*

1 **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  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

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

7  **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.

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  **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.

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  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

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

14  **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.

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

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