The Squall of Cthulhu *by Angelo & Nick*

Storm Catcher · Djinn

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



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



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



Village Idiot
Each night, choose a player: you learn their alignment. **[+0 to +2 Village Idiots. 1 of the extras is drunk]**



Balloonist
Each night, you learn a player of a different character type than last night. **[+0 or +1 Outsider]**



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



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



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



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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



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



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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



Lycanthrope
Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



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



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



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

OUTSIDERS



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



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

MINIONS



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



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

DEMONS



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



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

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* Not the first night

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FIRST NIGHT

1. Dusk
2. Storm Catcher
3. Poppy Grower
4. Minion Info
5. Lunatic
6. Demon Info
7. Marionette
8. Poisoner
9. Pukka
10. Empath
11. Knight
12. Noble
13. Balloonist
14. Village Idiot
15. Dawn
16. Vizier



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



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



The Recluse might register as the Demon to the Sage.



The Politician might register as evil to the Vizier.



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



Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Butcher
Each day, after the 1st execution, you may nominate again.



Beggar
You must use a vote token to vote. If a dead player gives you theirs, you learn their alignment. You are sober & healthy.



Deviant
If you were funny today, you cannot die by exile.



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

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

OTHER NIGHTS

1. Dawn
2. Village Idiot
3. Balloonist
4. Undertaker
5. Empath
6. Farmer
7. Sage
8. Ojo
9. Vigormortis
10. No Dashii
11. Pukka
12. Lycanthrope
13. Exorcist
14. Lunatic
15. Scarlet Woman
16. Innkeeper
17. Poisoner
18. Poppy Grower
19. Dusk

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FIRST NIGHT

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Dusk	Start the Night Phase.
Storm Catcher	Announce which character is stormcaught. If that character is in play, mark that player as **STORMCAUGHT**. Wake each evil player and show them the character token, then the marked player. If not in play, wake each evil player, show them the **THESE CHARACTERS ARE NOT IN PLAY** token & the relevant character token.
Poppy Grower	Skip Minion Info and Demon Info. Wake the Demon. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.
Lunatic	If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.
Demon Info	If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Marionette	Wake the Demon. Show the **THIS PLAYER IS** & Marionette tokens. Point to the Marionette.
Poisoner	The Poisoner chooses a player. ●
Pukka	The Pukka chooses a player. ●
Empath	Give a finger signal.
Knight	Point to the 2 players marked **KNOW**.
Noble	Point to the 3 players marked **KNOW**.
Balloonist	Point to any player. ●
Village Idiot	If there are multiple Village Idiots, mark one as **DRUNK**. ● Wake the Village Idiots one at a time to choose a player. Give a thumb signal.
Dawn	Wait for a few seconds. End the Night Phase.
Vizier	Announce which player is the Vizier.

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OTHER NIGHTS

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Dusk	Start the Night Phase.
Poppy Grower	If the Poppy Grower died today or tonight, wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the Minions.
Poisoner	The Poisoner chooses a player. ●
Innkeeper	The Innkeeper chooses 2 players. ● ● ●
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
Exorcist	The Exorcist chooses a player. ● Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.
Lycanthrope	The Lycanthrope chooses a player. ●
Pukka	The Pukka chooses a player. ● The previously poisoned player dies then becomes healthy. ●
No Dashii	The No Dashii chooses a player. ●
Vigormortis	The Vigormortis chooses a player. ● If that player is a Minion, poison a neighboring Townsfolk. ● ●
Ojo	The Ojo chooses a character. ●
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Farmer	If the Farmer died tonight, wake a living good player. Show the **YOU ARE** info token and a Farmer token.
Empath	Give a finger signal.
Undertaker	If a player was executed today, show their character token.
Balloonist	Point to a player with a different character type to the previously shown player. ●
Village Idiot	Wake the Village Idiots one at a time to choose a player. Give a thumb signal.
Dawn	Wait for a few seconds. End the Night Phase.

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