Insult Tower *by max*

TOWNSFOLK



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



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



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.



Oracle
Each night*, you learn how many dead players are evil.



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



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



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



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



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



Alchemist
You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



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



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

OUTSIDERS



Punk
A living player is mad about something false or they might be executed.



Jerk
On your 1st night, choose a player: they might become evil.



Mooch
On your 1st night, choose 2 players: 1 Townsfolk you chose loses their ability. Evil players learn if you choose them.



Buzzkill
When you learn that you died, publicly choose 1 alive player: if they are a Townsfolk, they might die at any time.

MINIONS



Little Shit
Once per game, at night, choose a player: they lose their ability, and you learn what it is and gain it.



Asshat
Your neighbors' votes secretly cancel each other out.



Bastard
On your 1st night, learn 3 bad things. Whenever you'd like, tell the Storyteller to do each one, and to whom. They learn the Bastard chose them.



Shithead
If there are exactly 3 players alive and a good player votes for you to be executed, your team wins.

DEMONS



Fucko
Each night*, you may choose a character: if they're in play, they die. If you chose a not-in-play character, deaths are arbitrary. If your last choice was no-one, choose 3 characters tonight.



Fuck You
Each night*, choose a player: they die. The first Outsider killed this way becomes an evil Minion or Demon and another player dies instead. [+0 or +1 Outsider]



Fuckrightoff
Each night*, choose 2 players: 1 dies. If you die while 2 or more good players live, a Minion becomes a different Demon.



Fuckah
Each night, choose a player: they register as evil and as the Demon until dusk. The player you chose last night dies.

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* Not the first night

FIRST NIGHT


Dusk


Alchemist


Poppy Grower


Punk


Jerk


Mooch


Little Shit


Bastard


Minion Info


Demon Info


Fuckah


Sailor


Engineer


Librarian


Chef


Fortune Teller


Dawn

Insult Tower

by max

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

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OTHER NIGHTS


Dawn


Oracle


Fortune Teller


Banshee


Gossip


Fuckah


Fuckrightoff


Fuck You


Fucko


Bastard


Little Shit


Innkeeper


Engineer


Sailor


Poppy Grower


Dusk

FIRST NIGHT

Insult Tower
by max

Dusk	Start the Night Phase.
Alchemist	Show the **YOU ARE** info token and a Minion 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.
Punk	Choose a living player and something false for them to be mad about. Wake them and tell them. Mark them **MAD**.
Jerk	The Jerk chooses a player. They might become evil: if you decide so, wake them and give a thumbs-down.
Mooch	The Mooch chooses 2 players. Mark 1 chosen Townsfolk **NO ABILITY**. Wake each chosen evil player, show the **THIS CHARACTER SELECTED YOU** token and the Mooch token.
Little Shit	If the Little Shit uses their ability: they choose a player. Mark them **NO ABILITY**. Show the Little Shit that player's character token. Mark the Little Shit **HAS ABILITY**.
Bastard	Wake the Bastard and show them 3 bad things you could do to a player.
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.
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.
Fuckah	The Fuckah chooses a player. Mark them **EVIL & DEMON** until dusk.
Sailor	The Sailor chooses a living player.
Engineer	The Engineer might choose Minions or Demons. Put the Engineer to sleep. Wake the target(s) one at a time. Show the **YOU ARE** info token & their new character token.
Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
Chef	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Dawn	Wait for a few seconds. End the Night Phase.

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OTHER NIGHTS

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.
Sailor	The Sailor chooses a living player.
Engineer	The Engineer might choose Minions or Demons. Put the Engineer to sleep. Wake the target(s) one at a time. Show the **YOU ARE** info token & their new character token.
Innkeeper	The Innkeeper chooses 2 players.
Little Shit	If the Little Shit has not used their ability: they may choose a player. Mark them **NO ABILITY**. Show the Little Shit that player's character token. Mark the Little Shit **HAS ABILITY**.
Bastard	If the Bastard has asked for one of their bad things to be done, do it now.
Fucko	The Fucko might choose a character. If that character is in play, that player dies. If it is not in play, a death of your choice happens instead. If the Fucko chose no-one last night, they choose 3 characters tonight.
Fuck You	The Fuck You chooses a player: they die. If they are the first Outsider killed this way, wake them, show the **YOU ARE** token and an evil Minion or Demon token, and another player dies instead.
Fuckrightoff	The Fuckrightoff chooses 2 players. 1 dies.
Fuckah	The player marked **LAST NIGHT** dies. The Fuckah chooses a player. Mark them **EVIL & DEMON** until dusk.
Gossip	If the Gossip is due to kill a player, they die.
Banshee	If the Banshee was killed by the Demon tonight, announce that the Banshee has died.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Oracle	Give a finger signal.
Dawn	Wait for a few seconds. End the Night Phase.

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