everyones an ogre v1.0.0 *by Cozy Scriptwriting Corner*

Bootlegger

TOWNSFOLK



Chef

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



Grandmother

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



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Fisherman

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



Soldier

You are safe from the Demon.



Mayor

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



Pacifist

Executed good players might not die.

DEMON



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

everyones an ogre — by Cozy Scriptwriting Corner

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lleech
5. Chef
6. Grandmother
7. Bounty Hunter
8. Dawn

FABLED, JINXES & LORIC

LORIC

Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Lleech
3. Grandmother
4. Bounty Hunter
5. 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

everyones an ogre — by Cozy Scriptwriting Corner

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  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

5  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

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

7  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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

Other Nights

everyones an ogre — by Cozy Scriptwriting Corner

1 D **Dusk**
Start the Night Phase.

2  **Lleech**
The Lleech points to a player. That player dies.

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

4  **Bounty Hunter**
If the known evil player has died, point to another evil player.

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