it's the storyteller ! v1.0.0 *by Ginie*

Gardener Bootlegger Djinn

TOWNSFOLK



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



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



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



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



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Tea Lady
If both your alive neighbours are good, they can't die.



Soldier
You are safe from the Demon.



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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

OUTSIDER



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



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



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



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



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



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



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

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Marionette
6. Devil's Advocate
7. Damsel
8. Washerwoman
9. Investigator
10. Empath
11. D — Dawn

FABLED, JINXES & LORIC

Marionette & Kazali

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Yaggababble & Exorcist

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

FABLED

Djinn

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

LORIC

Gardener

The Storyteller assigns all players' characters.

Bootlegger

This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS

Bureaucrat

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

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Scapegoat

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

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Devil's Advocate
4. Scarlet Woman
5. Exorcist
6. Imp
7. Assassin
8. Damsel
9. Empath
10. D — 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		**Philosopher** The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
6		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
8		**Washerwoman** Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
9		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
10		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11	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  **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

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

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

5  **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

6  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

7  **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.

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

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

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