A Puppet on a Tentacle v1.0.0 *by Ben and Jams*

Ventriloquist

TOWNSFOLK



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



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



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

OUTSIDER



Sweetheart
When you die, 1 player is drunk from now on.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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.



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

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

A Puppet on a Tentacle — by Ben and Jams

FIRST NIGHT

1 D Dusk
2 M Minion Info
3 D Demon Info
4 Poppy Grower
5 King
6 Preacher
7 Lleech
8 Poisoner
9 Snake Charmer
10 Godfather
11 Mezepheles
12 Amnesiac
13 Seamstress
14 Nightwatchman
15 D Dawn

FABLED, JINXES & LORIC

LORIC

Ventriloquist
If a player is mad as a fresh character during their nomination, they might not die if executed today.

OTHER NIGHTS

1 D Dusk
2 Poppy Grower
3 Preacher
4 Poisoner
5 Snake Charmer
6 Mezepheles
7 Lleech
8 Godfather
9 Acrobat
10 Barber
11 Sweetheart
12 Choirboy
13 Amnesiac
14 Ravenkeeper
15 Seamstress
16 Juggler
17 King
18 Nightwatchman
19 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		**Poppy Grower** Do not inform the Demon/Minions who each other are
5		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		**Preacher** The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
8		**Poisoner** The Poisoner points to a player. That player is poisoned.
9		**Snake Charmer** The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
10		**Godfather** Show each of the Outsider tokens in play.
11		**Mezepheles** Show the Mezepheles their secret word.
12		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13		**Seamstress** The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
14		**Nightwatchman** The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
15	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

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

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

9 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

10 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

11 **Sweetheart**
Choose a player that is drunk.

12 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

13 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

15 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

16 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

17 **King**
If there are more dead than living, show the King a character token of a living player.

18 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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