

TOWNSFOLK



Investigator

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



Washerwoman

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



Librarian

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Undertaker

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



Savant

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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 you win.



Alchemist

You have a not-in-play Minion ability.



Amnesiac

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



Virgin

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



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Atheist

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

OUTSIDER



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Barber

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



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Snitch

Minions start knowing 3 not-in-play characters.



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Mezepheles

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



Wizard

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



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Yaggababble

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



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Ojo

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



Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

I'm Trying To Tell A Story! Leave Me Alone! — by Aaron Wood

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Magician**
- 6  **Snitch**
- 7  **Widow**
- 8  **Mezepheles**
- 9  **Amnesiac**
- 10  **Washerwoman**
- 11  **Librarian**
- 12  **Investigator**
- 13  **Dreamer**
- 14  **General**
- 15  **Dawn**

FABLED, JINXES & LORIC

-  **Alchemist & Organ Grinder**
If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.
-  **Riot & Atheist**
During a riot, if the Storyteller is nominated, players vote. If they are 'about to die', the game ends. If not, they nominate again.
-  **Heretic & Widow**
Only 1 jinxed character can be in play.
-  **Alchemist & Widow**
An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.
-  **Magician & Widow**
When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

FABLED

-  **Deus ex Fiasco**
At least once per game, the Storyteller will make a mistake, correct it, and publicly admit to it.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

RECOMMENDED TRAVELLERS

-  **Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Mezepheles**
- 3  **Shabaloth**
- 4  **Barber**
- 5  **Professor**
- 6  **Amnesiac**
- 7  **Undertaker**
- 8  **Dreamer**
- 9  **General**
- 10  **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		Dusk Start the Night Phase.
2		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		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		Alchemist Show the Alchemist a not-in-play Minion token
5		Magician
6		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
7		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
8		Mezepheles Show the Mezepheles their secret word.
9		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
11		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
12		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

I'm Trying To Tell A Story! Leave Me Alone! — by Aaron Wood

1		Dusk Start the Night Phase.
2		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.
3		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
4		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.
5		Professor If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
6		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
7		Undertaker If a player was executed today: Show that player's character token.
8		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
9		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
10		Dawn Wait for a few seconds. End the Night Phase.