Tentacled Tale v1.0.0 *by TPHG*

Storm Catcher

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



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



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



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



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



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



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.



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



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

OUTSIDER



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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



Snitch
Minions start knowing 3 not-in-play characters.



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



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

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

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Snitch
6. Sailor
7. Lleech
8. Godfather
9. Amnesiac
10. Grandmother
11. Clockmaker
12. Nightwatchman
13. General
14. Mathematician
15. Dawn

FABLED, JINXES & LORIC

LORIC



Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Gambler
4. Lleech
5. Assassin
6. Godfather
7. Gossip
8. Acrobat
9. Amnesiac
10. Grandmother
11. Nightwatchman
12. General
13. Mathematician
14. 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  **Magician**

5  **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.

6  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

8  **Godfather**
Show each of the Outsider tokens in play.

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

11  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

12  **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.

13  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

14  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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

5 **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.

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

7 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

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

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

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

11 **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.

12 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

13 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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