

Storytellers Wanted! *by Joe*

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Investigator

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



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.



Ballooning

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Empath

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



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Undertaker

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Nightwatchman

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



Farmer

When you die at night, an alive good player becomes a Farmer.



Ravenkeeper

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



Virgin

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

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Drunk

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINIONS



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Xaan

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS



Imp

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



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.




















Ojo

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























Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

-  **Dusk**
Start the Night Phase.
-  **Minion Info**
If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.
-  **Lunatic**
If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.
-  **Demon Info**
If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
-  **Xaan**
If X is 1, mark the Xaan with the **X** reminder token. ● ●
-  **Poisoner**
The Poisoner chooses a player. ●
-  **Witch**
The Witch chooses a player. ●
-  **Investigator**
Show the Minion character token. Point to both the **MINION** and **WRONG** players.
-  **Empath**
Give a finger signal.
-  **Fortune Teller**
The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
-  **Grandmother**
Point to the grandchild player & show their character token.
-  **Clockmaker**
Give a finger signal.
-  **Knight**
Point to the 2 players marked **KNOW**.
-  **Balloonist**
Point to any player. ●
-  **Nightwatchman**
The Nightwatchman might choose a player. Put the Nightwatchman to sleep. Wake the target. Show the **THIS PLAYER IS & Nightwatchman** tokens, then point to the Nightwatchman. ●
-  **Ogre**
The Ogre chooses a player. ●
-  **Dawn**
Wait for a few seconds. End the Night Phase.

OTHER NIGHTS

-  **Dusk**
Start the Night Phase.
-  **Xaan**
Change the Xaan reminder token to the relevant night. If it is night X, mark the Xaan with the **X** reminder token. ● ●
-  **Poisoner**
The Poisoner chooses a player. ●
-  **Monk**
The Monk chooses a player. ●
-  **Witch**
The Witch chooses a player. ●
-  **Lunatic**
Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
-  **Imp**
The Imp chooses a player. ● If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.
-  **Po**
The Po may choose a player OR chooses 3 players if they chose no-one last night. ● or ● ● ●
-  **Fang Gu**
The Fang Gu chooses a player. ● If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ●
-  **Ojo**
The Ojo chooses a character. ●
-  **Farmer**
If the Farmer died tonight, wake a living good player. Show the **YOU ARE** info token and a Farmer token.
-  **Moonchild**
If the Moonchild is due to kill a good player, they die. ●
-  **Grandmother**
If the grandchild was killed by the Demon, the Grandmother dies too. ●
-  **Ravenkeeper**
If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
-  **Empath**
Give a finger signal.
-  **Fortune Teller**
The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
-  **Undertaker**
If a player was executed today, show their character token.
-  **Balloonist**
Point to a player with a different character type to the previously shown player. ●
-  **Nightwatchman**
The Nightwatchman might choose a player. Put the Nightwatchman to sleep. Wake the target. Show the **THIS PLAYER IS &** Nightwatchman tokens, then point to the Nightwatchman. ●
-  **Dawn**
Wait for a few seconds. End the Night Phase.