

New Storyteller Checklist

Setup

- If including the Baron, replace 2 townsfolk with outsiders
- If including the Drunk, keep the Drunk token and add another storyteller. Pick who is the drunk later

Introductions

- Give story summary
- List off night tells
- Yes/No
- Good/Evil
- 0, 1, 2, 3...
- How you point to a player (an example here helps)
- Open your eyes
- Close your eyes

Pass out tokens

- "Take one token out of the bag (fuzzy side up in your palm) then pass the bag to your neighbor."
- "Look at what the token says but do not show it to others"

First Night

- Make sure the demon is woken, shown who their minions are, and shown **3 characters that are not in play**
- Wake the minions all together, ensure they see each other, point to the demon, then tell them to close their eyes.

- (optional) At the end of the night, feel free to ask if any players think they should have been woken up before going to day.

First Dawn

- Tell players to get up and start private chats
- Instruct new players to speak to you if they need help
- Call players back after players have had a few conversations but not enough to chat with everyone
- (optional) Set a timer so private chats don't go too long (3-5 minutes is usually good)

First Nominations

- A player can only nominate and be nominated once per day
- Dead players can't nominate
- Dead players have one vote token to vote one more time
- When voting, raise your hand if you want to execute a player. I will count votes like this (gesture how you move your hand during the count). If my hand passes by you **and your hand is not raised yet**, I will not count your vote.

Don't Forget

- Don't forget who the virgin is and if the first person to nominate them is a townsfolk
- The Recluse MAY register as evil and the Spy MAY register as good.

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