

The Minion Monty Hall Paradox

by LivFreeOrPie / Bill Pz



Bootlegger



Sentinel +1

TOWNSFOLK



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Gambler

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



Alsaahir

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



Seamstress

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



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDERS



Lunatic

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



Snitch

Each Minion gets 3 bluffs.

MINIONS



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMONS



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



FIRST NIGHT



Djinn

Use the Djinn's special rule. All players know what it is.



The Storyteller doesn't declare the Vizier is in play.



Sentinel

There might be 1 extra or 1 fewer Outsider in play.



Bootlegger

This script has homebrew characters or rules.

- The Vigormortis does not remove an Outsider from play. The Sentinel might modify the Outsider count.

OTHER NIGHTS



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

**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.

**Snitch**

Wake each Minion. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play character tokens.

**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.

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**Pukka**

The Pukka chooses a player. ●

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ●

**Village Idiot**

If there are multiple Village Idiots, mark one as **DRUNK**. ● Wake the Village Idiots one at a time to choose a player. Give a thumb signal.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Vizier**

Announce which player is the Vizier.

**Dusk**

Start the Night Phase.

**Gambler**

The Gambler chooses a player & a character. ●

**Devil's Advocate**

The Devil's Advocate chooses a living 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).

**Pukka**

The Pukka chooses a player. ● The previously poisoned player dies then becomes healthy. ●

**Vigormortis**

The Vigormortis chooses a player. ● If that player is a Minion, poison a neighboring Townsfolk. ● ●

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ●

**Village Idiot**

Wake the Village Idiots one at a time to choose a player. Give a thumb signal.

**Dawn**

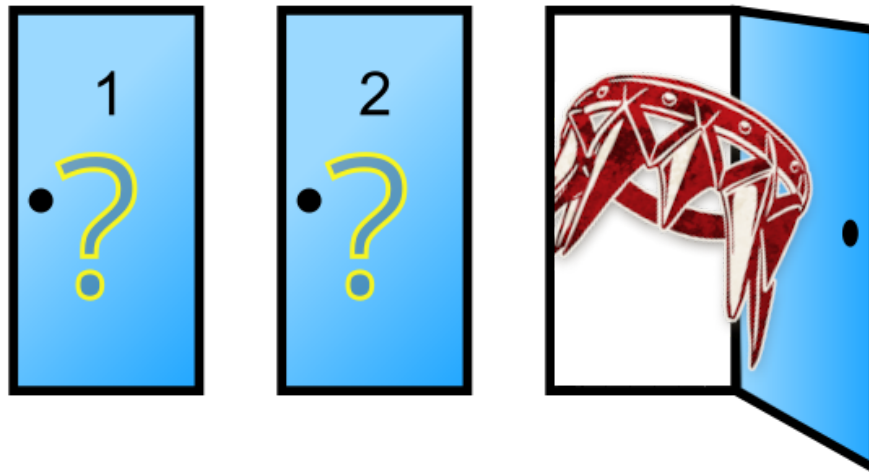
Wait for a few seconds. End the Night Phase.

The Minion Monty Hall Paradox

Mini-Almanac



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- [Bakery by the Clocktower](#) <- My website with an index of all my BotC resources
- Curation support: <https://ko-fi.com/livfreeorpie>
- v1.0.0 - Last updated 2026.07.15 at 11:00 p.m. Eastern



(public domain image from Wikipedia, Vizier art from TPI)

This Teensyville is based around the unique gameplay possibilities presented by the **Vizier / Alsaahir jinx: The Storyteller doesn't declare the Vizier is in play.**

The thematic inspiration behind the script is the [Monty Hall Paradox](#).

Behind these everchanging doors awaits a spectacular array of murder, mayhem, and a Demon!

Today, from the Ravenswood Bluff, the town is packed with 5 or 6 people ready to play everyone's favorite game, Teensyville Blood on the Clocktower! And now, here's our special guest host, ladies and gentlemen, the big dealer himself, THE STORYTELLER! - Oh wait, they died.

The time has come for the final selection of the day! And behind door number 3 is... a failed execution! Zonked! Good thing you didn't bet the game on that player. Do you want to stick with the conclusion your data is showing you, or do you want to throw caution to the wind and put your vote to another option?

This Teensyville presents a scintillating puzzle for players. The solution to the game may require the good team to "switch doors" and ditch their data for their instinct to find their prize. Meanwhile, the evil team may make an infernal deal to condemn the good team before they solve the puzzle, or get zonked by their own hubris.

In a twist to the standard Teensyville formula, this script empowers the Minion to compete with the Townsfolk to guess which "door" the Demon is hiding behind and deliver a surprise twist ending to the game.

A **Bootlegger Loric** rule removes the “-1 Outsider” from the Vigormortis’ setup ability to allow for the Sentinel’s adjustment of Outsiders during setup to take a clear and unambiguous priority over the Vigormortis. This way, a 5-player game may have 0 or 1 outsiders in play and a 6-player game can have 0, 1, or 2 Outsiders in play.

Bootlegger Rule: “The Vigormortis does not remove an Outsider from play. The Sentinel might modify the Outsider count.”

Sentinel Fabled: There might be 1 extra or 1 fewer Outsider in play.

Toymaker Fabled is **strongly not recommended for this script**. Having the Minion and Demon never know each other for certain until the game ends is key gameplay consideration.

Behind the Curtain / Design Intentions

The **Minion** has a massive impact on the game. With clever opportunistic play, they can lead the good astray or lock in their desired outcome at the end of the game. They will never know who their Demon is with complete certainty and must use their intuition to make their masterstroke.

The **Vizier** is the star of the script. They can confirm themselves by forcing an execution, or survive an execution and give their Demon a visible ally on the board. They can also hide out and direct the final execution for certain if three players vote, or risk sending it on fewer votes. A focused and engaged Vizier can win the game.

The **Devil’s Advocate** is dangerous in a different way. It can mimic a Vizier by causing an execution to fail on themselves, or frame another player as a hidden Vizier. With exceptional timing, they can win the game completely by protecting their Demon from execution.

The **Demon** is an exclusive source of poison that puts pressure on players to use their abilities before they are compromised and gives players a paradox to solve as the game draws to a conclusion. They have agency to stop or hinder powerful players every night.

The **Pukka** disrupts information reliably every night and causes players who die in the night to doubt their information.

The **Vigormortis** can select their kills freely with the knowledge that if they do kill their Minion, they will get compensated for it and create an immortal Minion who can affect the outcome of the game.

The **Outsider** works against the evil team by giving away valuable information to either the Minion or Demon.

The **Snitch** gives free information so the Minions can successfully bluff and get clues as to who is lying. It also makes confident players more socially suspicious. The Demon may receive some comfort in picking a bluff out of thin air because it may clue in the Minion. Here are some considerations when giving bluffs:

- Snitch is a free bluff for the Minion if they don’t get bluffs.
- Lunatic is a free bluff for the Lunatic if the Demon doesn’t see a Lunatic in play.
- If at least one Village Idiot is in play, showing a spare Village Idiot token as a bluff to the Minion is against the rules as written. Bluffs must be “out-of-play”
- You may show an out-of-play Demon to the Minion

The **Lunatic** can get another player or themselves executed instead of the Demon and waste a precious execution opportunity. It also gives the Demon one fixed star of information on the board to use when selecting their kill.

The **Townsfolk** are all very powerful and can narrow down the position of the evil team and simultaneously face a challenging probability dilemma. Due to the machinations of the Demon, all information is subject to poison and Townsfolk will have to decide if they're information is sound, or if it's better to throw it all away and go with their instinct to win the big prize!

The **Alsaahir** is included specifically to bring the jinx into the game. It can solve the game and win immediately, beating a Devil's Advocate protected Demon at the Final 4 or 3 with an alternate good team win condition. It's also a player that wants to argue against their execution. However, if the evil team believes that an Alsaahir guesses are legitimate and not a head fake, then the Alsaahir becomes an immediate target for neutralization.

The **Village Idiot** is a straightforward good and evil player detector which is mitigated by the possibility of self-drunkenness and the bluffing space it gives to others on the board to hide out in the VI committee. This benefits the good team and the evil team with bluff coverage.

The **Gambler** bets their life on confirming a player or finding a liar. The Minion, Demon, and multiple Townsfolk have reason to lie about their roles.

Rules as written and intended, the Gambler should always guess a player at night if they are alive at dusk and have their "gambled incorrectly" death assessed immediately. If they are the only player alive, they can't know for certain if they died by the Demon.

Storyteller note: If you intend to experiment with a "Late Gambler" Bootlegger rule to assess the Gambler kill later at night and make it subject to same-night Demon poison, inform your players before the game.

Two players dying at night is a hard confirmation for the Gambler, like the virgin in Trouble Brewing, and confirms that their gamble was incorrect. However, it doesn't solo-solve the game. Evil has a few ways to socially and mechanically escape a confirmed incorrect gamble trained on them. A Minion would relish the opportunity to soak up an execution and make a fool out of the Gambler. The Lunatic or another good team player may also trip the Gambler unintentionally.

The **Seamstress** provides a straightforward clue that may confound itself if it picks 2 evil players and gets a sober and healthy "yes." There's some play space tension for the Seamstress whether or not to use it immediately or wait until the second or third night to put it on a suspected Vizier who survived an execution.

The **Sage** typically keeps themselves hidden and looks to die from the Demon. It's an excellent reason to argue against execution and frame for the Final 3. Per the SNV Almanac, if the Sage dies on the final night, the Storyteller has the option to show them one living player and one dead player. However, the possibility of poison will likely cause a sage to doubt their information.

A Sage killed by the Pukka always gets poisoned information. The Pukka need not necessarily fear accidentally setting off a Sage. With that seed of doubt on the board, the Vigormortis could try to double bluff a Sage by intentionally killing into a Sage claim.

The **Cannibal** encourages the town to execute and acts as a second-chance safety net for executed players. It's a consolation prize for Vizier forced executions. If players are saved from execution, the Cannibal is less helpful to the good team. With the protection provided by Minions, executed players who die and have the game continue are likely good, but it's possible for both Minions to be executed and poison the Cannibal.

Storyteller Note: In the event that a Minion is executed, it may be helpful to confirm the character that they were bluffing as so you can emulate the bluff to the Cannibal as poisoned information

There are some **fascinating deeper interactions** with other players that make the Cannibal potentially very helpful or harmful:

If a Townsfolk is executed, the **Cannibal** can confirm a character, re-use their ability, and hopefully gain solid information. This assumes the Cannibal has not been compromised by the Demon's poison.

The **Cannibal-Gambler** needs to be careful to guess themselves as the Cannibal if they wish to guarantee a correct gamble.

If the Cannibal eats the self-drunk **Village Idiot**, rules as written require that the Cannibal receives a sober yes/no check. I believe that the opportunity for Demon-sourced poison, bluffability, and two possible evil targets on the board are enough to prevent a totally solved game at final 3 if a surviving Cannibal eats a VI.

Storyteller note: If you intend to experiment with a Bootlegger rule where eating a self-drunk Cannibal produces a drunk Cannibal-VI check, consider informing your players before the game starts.

If the **Lunatic** is eaten by the Cannibal, the evil team will gain more free information. The Demon will confirm the Cannibal-Lunatic at night.

If the **Snitch** is eaten by the Minion, they can get a totally new set of bluffs and may get most of the Grim or the rest of the Grim given to them. If the Cannibal is poisoned when they eat the Snitch, consider not giving bluffs to the Minion at all rather than setting the Minion up for failure by giving a fake set of bluffs.

The possibility of a Cannibal on the board gives the **Devil's Advocate** licence to pick another player and risk execution to save their Demon or frame a good player. If the DA is executed, they can poison the Cannibal and pollute the data pool for the other players.

The **Vizier** will rarely be poisonous Cannibal food. It is only possible if the Pukka stings them on the previous night.

Other Notes and Thoughts

It's important to set the expectation that the window for Vizier forcing an execution is immediately after the vote and no later.

Thoughts about the Demons:

- I think the Vigormortis has a higher power ceiling and lower tactical mistake possibility scope than the Pukka on this script, but both Demons have tradeoffs.
- The main advantage that the Pukka has over the Vigormortis is that the Pukka can reliably pollute the data pool with poisoned information every day.
- The Vigormortis is competing against a likely sober suite of Townsfolk (except a duplicate VI) and must get lucky by killing their Minion.
- The Sage is a true demonbane for the Vigormortis if they don't find their Minion first, in ideal positioning, and a compliant Storyteller allows the poison to take effect.
- The Pukka will always compromise Sage data.
- One likely clue for the good team which suggests that it's a Pukka game is if there are no deaths at night. This indicates that the Pukka's pick was executed on the same day. However, a lucky Gambler death or intentional Vigormortis kill sink could obfuscate this clue.

Hustling the Minion or Demon as outed evil is a valid strategy in this script:

- As a good team member, acting in a way that subtly indicates that they are the Demon is a valid strategy on this script because it can trick a Minion into giving you their favor with votes, directed executions, and protection.
- Anyone may claim to be the Vizier after an execution and attempt to force an execution. The Demon can take it as a risky bluff. A good team player can take the bluff to ward off an execution (like claiming Goblin in Laissez un Faire).
- If someone approaches the Vizier and secretly says they're the Demon, there's a possibility that it's a good team fakeout or a totally sincere Lunatic. A Vizier may encounter a dilemma choosing between a persuasive Demon and the Lunatic.

Hubris and tactical mistakes are possible for the evil team:

- A Vizier could doom their own team by getting a forced execution rejected on vote of one or two players. A similar failure of a forced execution may happen if the Pukka picked the Vizier on a particular day and may convincingly frame a good team player. The Vizier could also force an execution on their own Demon.
- A Devil's Advocate could doom the evil team by stopping an execution at final 4 and turning certain victory into another day of jeopardy for the Demon.

Alternate win conditions:

- The good team has an Alsaahir and Cannibal-Alsaahir. Either are subject to poison or bluffing fakeouts.
- The evil team has two mechanical alternate win conditions with the Vizier forcing an execution and the Devil's Advocate preventing a kill on the Demon. As discussed above, both evil routes have backfire conditions

Pacing notes:

- Standard Teensyville progression is intentionally disrupted by this script:
 - 6 alive, execute > 4 alive, sleep > 3 alive final day, execute > game over
 - 6 alive, execute > 4 alive, execute > game over
 - 6 alive, sleep > 5 alive, execute > 3 alive final day, execute > game over
 - 6 alive, sleep > 5 alive, sleep > 4 alive, sleep > 3 alive final day, execute > game over (snooze!)
 - 5 alive, execute > 3 alive final day, execute > game over
- Failed executions, Pukka pick same-day executions, and Gambler premature deaths mix up the standard Teensyville progression calculations. I included the Gambler on the script specifically to help with pacing. In Teensyville, at least one failed execution will slow the game down for the benefit of the good team.
- If a player is executed and does not die, the town is put into a "double-tap dilemma" that's distinct from Bad Moon Rising. Executions are precious in Teensyville. Unless the town believes that they found the Demon that the Minion also found, there is no use in double tapping a failed execution "just to be sure."

Setup notes:

- It's possible to have both Outsiders in the game at once with the Bootlegger and Sentinel. This is intended to give bluffing space for a Lunatic and Snitch on the board.
- Three Village Idiots, and Outsider, Minion, and Demon are a possible bag build for the game. I'm not sure if its the best possible setup this script has to offer.

Fun contest note: On 2026.07.15, one of my competitors in the contest did a blind trust fall with me to share our competition scripts and we discovered that we were independently inspired by the same Vizier / Alsaahir jinx and used the same Pukka / Vigormortis Demon pair. Isn't that awesome? Angelo's script has a totally different approach to incorporating the jinx with a fun, chaotic, and distinct feel to their script. Check it out here: **A Puff of Smoke by Angelo** (<https://www.botcscripts.com/script/12262>)

Change Log

1.0.0 - First release