# COME AT ME BRO!

by Red Mist

## Townsfolk

### Knight
You start knowing 2 players that are not the Demon

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

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

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

### Dreamer
Each night, choose a player (not yourself or Travellers): you learn one good & one evil character, one of which is correct.

### Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

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

### Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

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

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

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

### Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

### Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

Fabled

### Bootlegger: Alejo Rule
This script has homebrew characters or rules: Only on night 1, the Snake Charmer goes directly before the Minion Information in the night order.

## Outsiders

### Recluse
You might register as evil & as a Minion or Demon, even if dead.

### Mutant
If you are "mad" about being an Outsider, you might be executed.

### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

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

## Minions

### Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.
**[-1 or +1 Outsider]**

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

### Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

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

## Demons

### Lleech
Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

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

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

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

* not the first night

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## THE EVIL TEAM NIGHTMARE

Librarian

Empath

Ravenkeeper

Mayor

Clockmaker

Dreamer

Snake Charmer

Seamstress

Philosopher

Sage

Knight

Farmer

Banshee

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| Trouble Brewing | Bad Moon Rising | Sects and Violets | Experimental |
|---|---|---|---|
| 8 (4) | 1 (2) | 11 (14) | 5 (7) |

Recluse

Drunk

Mutant

Klutz

Poisoner

Godfather

Witch

Harpy

Imp

Vigormortis

Fang Gu

Lleech

# NIGHT ONE

| | |
|---|---|
| Dusk | |
| Philosopher | Wake. No or point at any good role. Sleep. Put new token on grim with IS THE PHILOSOPHER reminder. If was already in play DRUNK reminder on the origional player. |
| Snake Charmer | Point at a player. If not the Demon, nothing happens and sleep. If it is the Demon, swap the Demon and the Snake Charmer tokens. POISON the new good Snake Charmer. |
| Minion info | - Wake all Minions so they know each other<br>- Point to the Demon |
| Demon info | - Point to the Minions<br>- Show 3 Out of play Bluffs |
| Lleech | Wake the Lleech. They point at any player. That player is poisoned - mark them with the POISONED reminder. Put the Lleech to sleep. |
| Poisoner | Wake the Poisoner to point at any player. Put the POISONED reminder token by the chosen player's character token. Put the Poisoner to sleep. |
| Godfather | During the first night, wake the Godfather. Show them the character tokens of all Outsiders in play. Put the Godfather to sleep. |
| Witch | Wake the Witch. They point at any player. Put the Witch to sleep. Mark the chosen player with the CURSED reminder. |
| Harpy | Point 1st player, then 2nd player. Mark 1st with MAD and 2nd withe 2ND reminder. Wake the MAD player>THIS CHARACTER SELECTED YOU>Harpy >Point to 2ND. |
| Librarian | First night wake the Librarian and point to the players marked OUTSIDER and WRONG. Show the character token marked OUTSIDER to the Librarian. |
| Empath | Each night, wake the Empath. Show them fingers (0, 1, or 2) equaling the number of evil players neighbouring the Empath. |
| Clockmaker | During the first night, wake the Clockmaker. Show fingers (1, 2 etc.) equaling the distance in players from the Demon to the nearest Minion. |
| Dreamer | Each night, wake the Dreamer. They point at any player. Show them the players character and one of the opposite alignment. |
| Seamstress | They either shake their head no or point at any two players except themself. Nod or Shake your head if they have or not the same alignment. Mark with NO ABILITY token. |
| Knight | During the first night, wake the Knight. Point to the two players marked KNOW. |
| Dawn | |

# OTHER NIGHTS

| | |
|---|---|
| Dusk | |
| Philosopher | Wake. No or point at any good role. Sleep. Put new token on grim with IS THE PHILOSOPHER reminder. If was already in play DRUNK reminder on the origional player. |
| Poisoner | Wake the Poisoner to point at any player. Put the POISONED reminder token by the chosen player's character token. Put the Poisoner to sleep. |
| Snake Charmer | Point at a player. If not the Demon, nothing happens and sleep. If it is the Demon, swap the Demon and the Snake Charmer tokens. POISON the new good Snake Charmer. |
| Witch | Wake the Witch. They point at any player. Put the Witch to sleep. Mark the chosen player with the CURSED reminder. |
| Harpy | Point 1st player, then 2nd player. Mark 1st with MAD and 2nd withe 2ND reminder. Wake the MAD player>THIS CHARACTER SELECTED YOU>Harpy >Point to 2ND. |
| Imp | The Imp points at any player, they die - put on the DEAD reminder. If the Imp kills themself, they die and a minion becomes the Imp. |
| Fang Gu | Points at a player & ONCE token in play, they die - (DEAD reminder.) Otherwise: If target an outsider, they become the Demon and ONCE token placed on old Demon. |
| Vigormortis | The Demon selects a player, they die - (DEAD reminder) If the Demon kills a Minion, they die but still HAS ABILITY and closest Townsfolk is POISONED. |
| Lleech | Wake the Lleech. They point at any player. That player dies - mark them with the DEAD reminder. Put the Lleech to sleep. |
| Godfather | If an Outsider dies during the day, That night, wake the Godfather. They point at any player - mark the target with the DEAD reminder. |
| Sage | If the Sage was killed by the Demon, wake the Sage. Point at two players, one who is the Demon that killed the Sage. Put the Sage to sleep. |
| Banshee | If the Banshee is killed by the Demon, place the HAS ABILITY reminder token next to the Banshee and say "The Banshee has awoken". |
| Ravenkeeper | If the Ravenkeeper died tonight, wake them. They point at any player. Show the chosen player's character token to the Ravenkeeper. Put the Ravenkeeper to sleep. |
| Empath | Each night, wake the Empath. Show them fingers (0, 1, or 2) equaling the number of evil players neighbouring the Empath. |
| Dreamer | Each night, wake the Dreamer. They point at any player. Show them the players character and one of the opposite alignment. |
| Seamstress | They either shake their head no or point at any two players except themself. Nod or Shake your head if they have or not the same alignment. Mark with NO ABILITY token. |
| Dawn | |