Welcome to Ker

Script by **JammyToes**
Visual Design by **Red Mist**

Townsfolk

Pixie
You start knowing 1 in-play Townsfolk.
If you were mad that you were this character, you gain their ability when they die.

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

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

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

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

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.

Fisherman
Once per game, during the day, visit the Storyteller for some advice to help your team win.

Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

Alchemist
You have a not-in-play Minion ability.

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

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

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

Fabled

Spirit of Ivory
There can't be more than 1 extra evil player.

Outsiders

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

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

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

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

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.

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

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

Demons

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.

Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

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

Al-Hadikhia
Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Jinxes

Cannibal & Butler
If the Cannibal gains the Butler ability, the Cannibal learns this.

Cannibal & Juggler
If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

* not the first night

Welcome to Hell

by **JammyToes**

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.
Witch	Each night, wake the Witch. They point at any player. Put the Witch to sleep. Mark the chosen player with the CURSED reminder.
Cerenovus	The Cerenovus chooses a player and character then sleep. Wake the target and show selected by Cerenovus token and then the madness-character token and then mark MAD.
Shabaloth	You may bring back one player who died to the Shabaloth last night, use the ALIVE reminder and remove shroud. wake the Shabalothto pick two players to die mark DEAD.
No Dashii	Each night except the first, wake the No Dashii. They point at any player. That player dies - mark them with the DEAD reminder. Put the No Dashii to sleep.
Ojo	Wake. The Ojo points to a character icon on their character sheet. If in play, that player dies. If that is not in play, choose any player. That player dies instead. Sleep.
Al-Hadikhia	Alhad choises 3 players, Mark with 1,2,3 Reminder Tokens. Publically announce Alhad requests quiet. Name player 1 and ask "Live or Die?". Repeat for 2 and 3.
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.
Gossip	If the Gossip made a definite, true public statement today, you choose any player. The chosen player dies - mark them with the DEAD reminder.
Plague Doctor	If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now.
Banshee	If the Banshee is killed by the Demon, place the HAS ABILITY reminder token on Banshee and say "The Banshee has awoken" or something similarly dramatic.
Undertaker	If a player died by execution today, wake the undertaker and show them the character token of the person who died.
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.
Juggler	Wake the Juggler. Show them fingers (0, 1, 2, etc.) equaling the number of CORRECT reminders. Put the Juggler to sleep. Remove the CORRECT reminders.
Balloonist	Place the Balloonist reminder Token on one player, then wake the Balloonist and point at the player with the reminder token.
Butler	Wake the Butler to point at any player (not themself), Mark this person with the MASTER reminder token. Put the Butler to sleep.
Dawn	

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.
Alchemist	Show the YOU ARE token and the character token of a Minion.
Minion info	- Wake all Minions so they know each other - Point to the Demon
Demon info	- Point to the Minions - Show 3 Out of play Bluffs
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	Each night, wake the Witch. They point at any player. Put the Witch to sleep. Mark the chosen player with the CURSED reminder.
Cerenovus	The Cerenovus chooses a player and character then sleep. Wake the target and show selected by Cerenovus token and then the madness-character token and then mark MAD.
Pixie	Mark a Townsfolk character token with the Pixie's MAD reminder. Wake the Pixie. Show the Pixie this Townsfolk character token. Put the Pixie to sleep.
Butler	Wake the Butler to point at any player (not themself), Mark this person with the MASTER reminder token. Put the Butler to sleep.
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.
Balloonist	Place the Balloonist reminder Token on one player, then wake the Balloonist and point at the player with the reminder token.
Dawn	

Al-Hadikhia

T1

Alchemist

T1

Balloonist

T1

Banshee

T1

Butler

T2

Cannibal

T2

Cerenovus

T3

Dreamer

Fisherman

T3

Godfather

T4

Gossip

T4

Juggler

T5

Mutant

T7

Welcome to Bloodhaven

by JammyToes

Trouble Brewing	Bad Moon Rising	Sects and Violets	Carousel
4 (4)	2 (3)	7 (13)	12 (17)

No Dashii

T7

Ojo

T7

Philosopher

T8

Pixie

T8

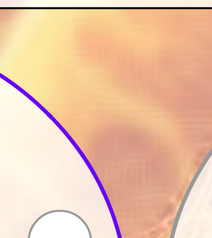
Plague Doctor

T8

Poisoner

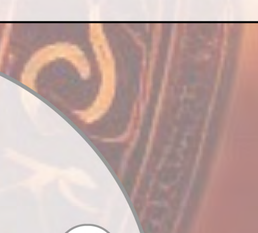
T8

Politician



T10

Seamstress



Shabaloth

T10

Undertaker

T11

Virgin

T11

Witch

T11