Hearsay & Conjecture

HAS A LOT OF VOTE-BASED ABILITIES.

Many abilities are based around who nominations and voting. Players may need to nominate or vote in order to active their ability or avoid other players' abilities. Keeping tack of these abilities may be vital to the success of Town.

ADVANCED. This set is recommended for experienced players only and well-seasoned Storytellers should run this script as it will require a lot of attention and vote tracking.

TOWNSFOLK

PATRICIAN

You start knowing how many Outsiders are in play.
[+1 Censor or -1 Outsider]

The Patrician starts with information about the Outsiders however they may have impacted that data.

♦ During setup, a Censor must be in play or one few Outsider is in play.
♦ During the first night, the Patrician learns the number of Outsiders in play.

EXAMPLES

A Censor is in play in a 9 player game. On the first night, the Patrician learns 2 because no setup abilities affected the Outsider count. A Censor is not in play in an 8 player game however a Tormentor is in play. On the first night, the Patrician is learn 1.

SCHOLAR

You start knowing two not-in-play evil characters and learn if this changes.

The Scholar starts with informationa bout the evil team and potentially learns if they change characters.

♦ During the first night, the Scholar is shown two evil characters that are not in play.
♦ Each night, if one of the two characters previously shown came in to play or left play tonight, wake the Scholar and show them that character token with a thumbs up for in play or thumbs down for not in play.
♦ If the initial information is drunk or poisoned but they are sober and healthy later, they still learn if the characters they were told come into or leave play.

EXAMPLES

On the first night, the Scholar learns the Poltergeist and Silvertongue are not in play. The Nephilim is executed and the demon becomes a Silertongue. The Scholar learns that the Silvertongue is now in play.
The Scholar is poisoned by the Bane on the first night and are told that the Bane and Harpy are not in play. Later the the Bane becomes a Xixu. The Scholar becomes healthy and learns that the Bane is not in play anymore.

TOWNSFOLK

AUGUR

Each day, you may visit the Storyteller to guess one player's character. One player always registers as No.

The Augur has a powerful ability to check players claims however they must visit the Storyteller during the day, under the watchful eyes of evil. Beware! Augury is not the most reliable science.

♦ During the day, and only once per day, the Augur may visit the Storyteller and name a player and their character. They are told yes or no.

♦ One player at the table is a red herring. If selected by the Augur, the answer will always be No.

EXAMPLES

The Augur asks if Brandon is the Courier and is told Yes.
The Augur asks if Sara is the Mortician. Sara is actually the Xixu so the Augur is told No.
The Augur asks if Craig is the Envoy. They are correct but Craig is the red herring so the answer is No.

CENSOR

Each night, choose 2 players (not yourself): you learn how many of them are Townsfolk.

The Scholar gains information throughout the game about who are Townsfolk. Unfortunately Outsiders may look suspicious to them.

♦ Each night, the Censor chooses 2 players and are told how many of them are Townsfolk.

EXAMPLES

The Censor chooses two players who are the Delator and Barfly and are told 1.
The Censor chooses two players who are the Sleeper Agent and Pontiff. The Sleeper Agent was infiltrating at the time so the Censor is told 2.
The Censor chooses two players who are the Advocate and Xixu. They are told 1.

TOWNSFOLK

PHYSICIAN

Each night, choose a player. They are unaffected by drunk/poison status until dusk.

The Physician can verify that a player did not get bad info in the night or have maufunctioning ability during the day. At least as long as the Physician is sober and healthy.

♦ Each night, the Physician chooses a player. That player is uneffected by current or future drunk/poison until dusk.
♦ Note, this does not prevent a player from being drunk or poisoned, just reverses the effects.

EXAMPLES
The Physician chooses a player who is the Augur. The Augur visits the Storyteller during the day and gets true information even though they nominated the Barfly
The Physician chooses a player who is the Harpy after the Pontiff made them drunk. The Harpy is not effected by the drunk status when they act.
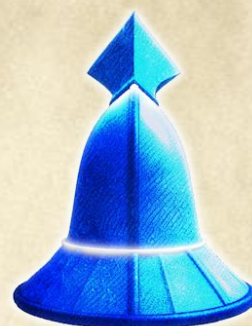
PONTIFF

Each night, choose an Outsider or Minion (different to last night): they are drunk until dusk and if they are evil, they learn who you are.

The Pontiff cleanses Town of the maladies brought on by Outsiders and Minions. Nullifying a harmful ability at the right time may be critical but might be noticed by evil.

♦ Each night, the Pontiff chooses a character on the sheet. If in play, that player is made drunk.
♦ If an evil player is drunk by the Pontiff, wake that player immediately after the Pontiff goes to sleep. Show them the Pontiff token and point to the player that is the Pontiff.

EXAMPLES
The Pontiff chooses the Harpy, but the Harpy is not in play so nothing happens. The Pontiff is not told this.
The Pontiff chooses the Barfly. The next day, the Advocate nominates the Barfly. Since the Barfly was drunk, the Advocate does not become drunk to the Barfly.
The Pontiff chooses the Poltergeist after no execution occurred. The dead Poltergeist learns this and their attack fails tonight.

TOWNSFOLK

POLYMATH

Each night, gain a Townsfolk ability until dusk. You learn this and wake after they would normally wake.

The Polymath is a jack of all trades. Each night they will gain an ability until dusk, which may help Town out of a dire situation.

♦ Each night, the Polymath wakes and is shown a token for the Townfolk ability the gain.
♦ If the Townsfolk would normally wake in the night, wake the Polymath again when they would wake.
♦ If the Polymath gains the ability of a character in play, wake them after that player returns to sleep.

EXAMPLES
The Polymath gains the ability of the Scribe. They wake at their normal time to learn this. They are killed by the demon and do not get to learn the Scribe info at the time the Scribe would normally wake.
The Polymath gains the ability of the Mortician. When the Mortician would act, a dead player wokes. The Storyteller shows them the Mortician token and points to the player who is the Polymath.

ADVOCATE

Each night*, learn the character of the player who nominated you today.

The Advocate gains information while drawing attention onto themself. They need someone to nominate them to gain the info.

♦ If the Advocate is nominated, place the nominated token next to the player who made the nomination.
♦ If the Advocate survives the day and dodges death in the night, they learn the charater of the player that nominated them.
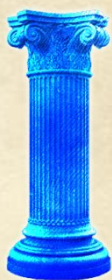
EXAMPLES
The Advocate is nominated by the Censor. The Advocate is not executed so wakes in the night and learns Censor.
The Advocate is nominated by the Blowhard. A Xixu is in play so the Advocate is shown the Silvertongue.

TOWNSFOLK

DELATOR

Once per game, at night*, if you nominated a player today who died by execution, you may learn their character and then choose to bring them back to life.

The Delator has a very powerful ability to help town by confirming a player's character and returning them to life. Such a power will need some work to activate.

♦ If the Delator nominates a player who gets enough votes, place the Nominee token next to them.
♦ Each night*, if the player with a Nominee token died by execution today, the Delator learns the player's character.
♦ After learning the character, the Delator may bring them back to life. If they do, place the Ressurect reminder.
♦ Whether or not the Delator ressurects, remove the Nominee token and place the No Ability token as the Delator can no longer active.

EXAMPLES
The Delator nominates the Patrician. The Patrician is executed. The Delator learns this and resurects them. The Patrician wakes immediately after the Delator and learns how many Outsiders are in play.

MORTICIAN

Each night*, a dead player learns you are the Mortician.

The Mortician meets all of the dead and some of them take notice.

♦ Each night*, the Storyteller wakes a dead player, shows them the Mortician token and points to the Mortician player.
♦ A player could learn this info multiple times over different nights.
♦ For balance, it may be wise to only have a two or three players at most learn this depending on the size of the game.

EXAMPLES
The Herald is executed on the first day. The Storyteller wakes them and shows them the Mortician token and points to the player that is the Mortician.
The Nephilim dies in the night. Later that night, they wake and learn about the Mortician.

TOWNSFOLK

SCRIBE

Each night*, learn how many evil players nominated today.

The Scribe has a knack for sensing when evil is spinning tales as nominators. They just aren't sure which.

♦ Each night*, the Scribe is told the number of evil players the made nominations during the day.
♦ The count is based on the alignment when they nominated, not their alignment when the Scribe wakes.

EXAMPLES

Five nominations are made during the day. Among them, one is a minion and one is a demon. The Scribe is told two during the night. Three nominations are made during the day. Two were Outsiders and one was a Townsfolk and a Xixu is in play. The Outsiders register as a Demon so the Scribe learns two. The only nomination was by a Sleeper Agent. That night, the Sleeper Agent chooses no-one and infiltrates. The Sleeper Agent was not infiltrating when they nominated so the Scribe learns one.

HERALD

When you nominate another player you may publicly state a Townsfolk: if they are that Townsfolk, they cannot die by execution today.

The Herald must be loud for all to hear. When they nominate, they may include a Townfolk role in to protect against accidently killing it.

♦ When the Herald nominates, if they correctly pubicly state the Townfolk character of the nominee, that players does not die if executed.
♦ The Herald cannot use their ability on themself.

EXAMPLES

The Herald nominates the Advocate and claims they are the Advocate. The Advocate gets the most votes but do not die when executed. The Herald nominates the Augur but states they are the Censor. The Augur later dies by execution. The Herald nominates a Sleeper Agent who is infiltrating as the Pontiff and claims they are the Pontiff. The Sleeper Agent survives execution.
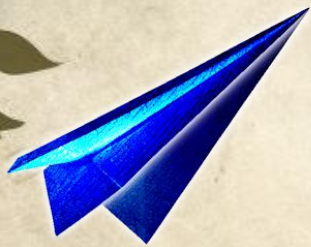
ENVOY

If you are nominated by a player who is not your alignment, you do not die if executed by vote today.

The Envoy gains information by being executed. Executions can be scary but even in death there is strong information to gain.

♦ If the Envoy is nominated by a player who is not the same alignment as the Envoy, they won't die if they are executed.
♦ If they are nominated by someone who is their alignment, they'll die if executed but this is still strong info.

EXAMPLES

The Scribe nominates the Envoy and is later executed. The Envoy dies but learns the Scribe is their alignment.
The Poltergeist nominates the Envoy. The Envoy is later executed but does not die.
The Envoy is nominated by an evil Traveler and does not die. The next day, the Envoy immediately calls for the exile of the Traveler.

OUTSIDERS

BARFLY

If you are nominated by another good player, they become drunk until another player nominates you. If you nominate yourself, a good player becomes drunk until another player nominates you.

The Barfly loves to drink and wants to share in revelry with the town.

♦ If a good player nominates the Barfly, they become drunk until another player nominates them.
♦ If the Barfly nominates themselves, another good player becomes drunk until someone nominates the Barfly.
♦ If the Barfly nominates themselves multiple times in a row, multiple good players could be drunk at the same time until another good players nominates the Barfly.

EXAMPLES

The Herald nominates the Barfly and becomes drunk. Next day the Scribe nominates the Barfly. The Scribe becomes drunk and the Herald becomes sober.
The Barfly nominates themselves. The Delator becomes drunk. Nobody nominates the Barfly again so the Delator stays drunk. The Barfly dies after a few days and the Delator becomes sober.

BLOWHARD

Each night except your first, if you did not nominate another living player today, your team loses.

The Blowhard needs to nominate every day or their team will lose.

♦ When the Blowhard nominates a player, place the Nominated token.
♦ Each night that is not the Barfly's first night in play, if they did not nominate a player today, their team loses.
♦ If the Blowhard is drunk or poisoned when they nominate, it still counts as having nominated if they are sober and healthy when they act.

EXAMPLES

The Blowhard forgets to nominate a player. That night, their team loses the game.
The Blowhard forgets to nominate a player. The Pontiff selects the Blowhard so they are drunk when they act, so their team does not lose and the game continues.

OUTSIDERS

COURIER

When you die, if the player who nominated or killed you with their ability was evil, they may look at the grimoire tonight and choose a player to be drunk.

The Courier carries a sealed copy of the Grimoire. No good Courier would ever peek inside of their delivery but evil sure would.

♦ If the Courier is nominated by an evil player and dies by execution, place the Cause of Death token next to the evil player. That night, show the evil player the grimorie, and they choose a player to become drunk.
♦ If the Courier is killed by an evil player's ability, active the Courier.

EXAMPLES

The Courier dies to the nomination made by a Scribe. Do not place the Cause of Death token.
The Courier dies to the nomination made by the Bane. Place the Cause of Death token and that night, the Bane is shown the grimoire and chooses a player to drunk.
The Courier warns town that they are the Courier in their defense and then does not get enough votes.
The Tormentor's ability causes them to die in the night so the Tormentor is shown the grimoire and chooses a player to drunk.

NEPHILIM

When you die, the demon may choose to become a different demon tonight or swap characters with a minion.

The Nephilim does not want to die or it may empower evil.

♦ If the Nephilim dies during the day, the Demon may choose at start of the night.
♦ If the Nephilim dies during the night, wake the demon immediately after the player who killed them.
♦ When the Demon is prompted, show them the Nephilim token. They may choose a Demon they turn into or point at a player.
♦ If the Demon points at a player who is a minion, swap the character tokens and inform both players of their new character.
♦ The Demon may decline to use this ability.

EXAMPLES

The Demon kills the Nephilim in the night, then immediately swaps characters with the Harpy. All Twisted tokens are removed from the board because the player is no longer the Harpy.
The town executes the Nephilim. At the start of the night, the Demon turns into the Silvertongue.

MINIONS

MIMIC

Each night, choose a Townsfolk or Outsider. If it is not in play, gain their ability until another is chosen. If that character is in play, they are poisoned until another is chosen.

The Mimic can look like a good player and even 'prove' it. If not, they may be poisoning players.

♦ Each night, the Mimic choose a Townsfolk or Outsider.
♦ If they choose an in play character, poison that character until the Mimic chooses another character.
♦ If they choose a not in player character, the Mimic gains that character's ability.
♦ The Mimic does not learn if their choice was in play.

EXAMPLES

The Mimic chooses the Scribe which is not in play. Later they wake and learn a number.
The Mimic chooses the Herald which is in play. The Hearld correctly names a Townsfolk but the Townsfolk dies because the Hearld is poisoned.
The Mimic chooses the Nephilim which is not in play. The Town executes the Mimic which triggers the Nephilim ability for the Demon to choose at the start of the night.

HARPY

Each night*, choose a player. If they did not nominate today, they become twisted. Twisted register as Evil & as a Demon for Townsfolk abilities. If all other living players are Twisted, your team wins. 1 good player knows a Harpy is in play.

The Harpy twists the perception of town and makes players appear evil. If the town looks overrun, it probably is.

♦ On the Harpy's first night, a good player learns the Harpy is in play.
♦ Each night*, the Harpy chooses a player. If that player did not nominate today, place a twisted token on them.
♦ If a Townsfolk ability gains info about a player that has a twisted token, they register as an evil demon.
♦ At any time, if all living players except the Harpy are twisted, the Harpy's team wins.

EXAMPLES

Brandon did not nominate any player today so the Harpy chooses them in the night and they become twisted.
The Pontiff chooses the Harpy and then the demon kills the last player who is not twisted. The game continues because the Harpy is drunk. Later the Harpy sobers up and their team wins.

MINIONS

TORMENTOR

Each night*, if any player was mad about being an Outsider today, they might die. [+1 Outsider]

The Tormentor keeps everyone in the game afraid of claiming to be an Outsider or else they might die.

♦ During setup, add one Outsider.
♦ If at any point a player is mad about being an Outsider, place a Mad token next to them.
♦ Eah night*, Storyteller chooses which player with Mad tokens die and then remove all Mad tokens.

EXAMPLES

The Mortician claims to be a Nephilim to avoid being executed. The Tormentor causes them to die in the night.
The Barfly warns town that nominating him would be bad for their health. The Augur picks up on it and confirms Barfly with the Storyteller. The Augur tells the Barfly he confirmed him and the Barfly does not deny it. The Tormentor causes them to die in the night.
The Mimic has the ability of the Courier and nominates, claiming to be the Blowhard. The Tormentor's ability kills the Mimic and the Tormentor gets to see the Grimoire and choose a player to be drunk.

POLTERGEIST

Each night*, even if you are dead, if no other player was executed today, choose a player: they die.

The Poltergeist insentizes the town to execute players every day. If killed, they gets a parting shot.

♦ If a player is executed, Storyteller can use the Executed reminder.
♦ The Poltergeist's ability works even after they are dead.
♦ If no player was executed during the day, the Poltergeist chooses a player to die that night.
♦ If the Poltergeist is executed, they choose a player to die that night.

EXAMPLES

On the first day, nobody is executed so the Poltergeist kills a player that night.
The town executes a dead player so the Poltergeist does not act that night.
The town executes the Poltergeist so he chooses a player to die that night.
The town did not execute anybody today but the Pontiff choose the Poltergeist so their attack fails tonight.

DEMONS

SLEEPER AGENT

Each night*, you may choose a player: they die. On your first night and each night you choose no-one, you register as, and have the ability of a not-in-play Townsfolk until you choose a player. You start knowing this Townsfolk.

The Sleeper Agent infiltrates town and looks like any other good folk.

♦ On the Sleeper Agent's first night, show them a Townsfolk.
♦ On the Sleeper Agent's first night they are infiltrating.
♦ Eah night*, the Sleeper Agent may choose to kill no-one. If they do, they are infiltrating.
♦ While infiltrating, the Sleeper Agent registers as that Townsfolk and has their ability.
♦ The Sleeper Agent is a demon for victory condition and the first night demon & minion info.

EXAMPLES

On the first night, the Sleeper Agent is infiltrating as
The Mimic has the ability of the Courier and nominates, claiming to be the Blowhard. The Tormentor's ability kills the Mimic and the Tormentor gets to see the Grimoire and choose a player to be drunk.

SILVERTONGUE

Each night*, choose a player: they die. If you nominated a player today, you may choose which minions are in play.

The Poltergeist insentizes the town to execute players every day. If killed, they gets a parting shot.

♦ If a player is executed, Storyteller can use the Executed reminder.
♦ The Poltergeist's ability works even after they are dead.
♦ If no player was executed during the day, the Poltergeist chooses a player to die that night.
♦ If the Poltergeist is executed, they choose a player to die that night.

EXAMPLES

On the first day, nobody is executed so the Poltergeist kills a player that night.
The town executes a dead player so the Poltergeist does not act that night.
The town executes the Poltergeist so he chooses a player to die that night.
The town did not execute anybody today but the Pontiff choose the Poltergeist so their attack fails tonight.

Hearsay
&
Conjecture

DEMONS

BANE

First night only, choose a player: they are poisoned. Each night*, choose a player, they die. If you chose a player who is drunk or poisoned, one of their good Townsfolk neighbors become poisoned.

The Bane starts with poisoning and just want to keep spreading it.

♦ On the first night of the game, the Bane chooses a player to poison.
♦ Each night*, the Bane chooses a player to die. If they were drunk or poisoned, the Storyteller chooses a Townfolk neighbor to poison.
♦ The Bane does not learn which neighbor is poisoned.
♦ If neither neighbor is a Townsfolk, no player is poisoned.

EXAMPLES
On the first night, the Bane poisoned the Pontiff. On the second night, the Bane kills them and poisons their neighbor the Polymath.
The Mortian is drunk because they nominated the Barfly. The Bane attacks them and causes their neighbor the Patrician to become poisoned.
The Physician and Mimic both chose the Herald. The Bane kills the Herald. The Physician does not remove poison, so a Townsfolk neighbor is poinsoned.

XIXU

Each night*, choose a player: they die. You might register as a Good & as an Outsider. Outsiders might register as Evil & as a Demon. [+1 Outsider]

The Xixu blends in with the Outsiders and makes them look like the Demon. Which one is it?

♦ During setup, add one Outsider.
♦ The Xixu might register as a good Outsider for other abilities.
♦ Any Outsider might register as an evil Demon to other abilities.

EXAMPLES
The Scribe learns that two evil players nominated today because an Outsider registered as evil due to the Xixu.
The Xixu nominates the Envoy who dies by execution because the Xixu registered as a good Outsider.

Hearsay & Conjecture

TRAVELERS

AMBASSADOR

Your votes count twice.

The Ambassador's vote counts as two for the sake of nominations.

♦ When tallying the votes, if the Ambassador's hand is raised, it counts as two.
♦ This ability does not work for exiles or any other votes besides nominations for execution.

EXAMPLES

Sara nominates Craig for execution. The nine players are alive and only four have their hands up but since the Ambassador's hand is raised, five votes are tallied and which is enough to slate Craig for execution.

PRESIDENT

Once per game, you may publicly pardon a player. If you do, they cannot be executed today.

The President can prevent a player from being executed by any means.

♦ The President may use their ability before nominations. Their pardoned player can still be nominated but the execution will fail if they have the most votes.
♦ The President can pardon after a player has enough votes and they cannot be executed that day.
♦ A player pardoned by the President cannot be executed by any abilities.

EXAMPLES

Brandon nominates Sara and she is slated for execution with six votes. Craig also had enough votes with five. The President pardons Sara so Craig is executed at the end of the day.
The President pardons Craig. Brandon calls for the exile of the President which succeeds. Craig is no longer pardoned today.

TRAVELERS

PSYCHIC

Each night*: Choose a dead player. That player may vote without having or spending a token.

The Psychic communes with the dead and lets them speak their mind once more.

♦ Each night, the Psychic chooses a dead player. That player learns they were selected. Add the Channelling token to that player.
♦ A player with the Psychic's channeling token may vote as much as they want while they are dead.
♦ Voting while having the channeling token does not result in the loss of a dead player's vote token.

EXAMPLES
The Psychic chooses Brandon who died and already spent their token. They can vote as much as they want the next day. After three votes, the Psychic is exiled and Brandon can no longer vote.

SNOOP

Each night*, you may choose a player. If they are your alignment, learn their character. If you do this a second time, you die.

The Snoop can learn about people by snooping but there are dire consequence if they keep this up.

♦ Each night*, the Snoop may choose a player. If that player is the same alignment as the Snoop, they learn their character.
♦ If on another nother, the Snoop chooses a player again, they die, even if they never learned a character from either attempt.

EXAMPLES
The Snoop is good and points to Sara. Sara is the good Delator and the Snoop leans this. On a later night, the Snoop chooses Brandon who is the Tormentor. The Snoop leans nothing and dies.
The Snoop checks a player who is the Xixu and sees they are the Courier.

Hearsay & Conjecture