The Hermit's Collection v1.0.0 *by Chris & Andrew*

Gardener Bootlegger Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



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



Tinker
You might die at any time.



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



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Sweetheart
When you die, 1 player is drunk from now on.



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



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Saint
If you die by execution, your team loses.



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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.



Zealot
If there are 5 or more players alive, you must vote for every nomination.



Snitch
Minions start knowing 3 not-in-play characters.



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



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



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



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



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

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

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

Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

The Hermit's Collection — by Chris & Andrew

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Snitch
6. Lunatic
7. Sailor
8. Marionette
9. Lleech
10. Poisoner
11. Snake Charmer
12. Devil's Advocate
13. Cerenovus
14. Amnesiac
15. Librarian
16. Fortune Teller
17. Butler
18. Noble
19. Balloonist
20. Dawn

FABLED, JINXES & LORIC

Recluse & Ogre
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

Marionette & Balloonist
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Plague Doctor & Marionette
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

BOOTLEGGER RULES

> *If a legal setup includes at least 1 Outsider, the Hermit must be in play. The Storyteller gives the Hermit 3 Outsider abilities.*
> *Hermit combinations that are banned: Mutant + Saint; Mutant + Zealot; Mutant + Golem; Klutz + Politician.*
> *The Hermit cannot be given the Lunatic or Drunk abilities.*
> *If the Hermit is given the Butler and Zealot abilities, the Hermit must vote when their master votes.*

FABLED

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

LORIC

Gardener
The Storyteller assigns all players' characters.

Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Snake Charmer
6. Monk
7. Devil's Advocate
8. Cerenovus
9. Lunatic
10. Lycanthrope
11. Imp
12. Fang Gu
13. Lleech
14. Gossip
15. Barber
16. Sweetheart
17. Amnesiac
18. Tinker
19. Moonchild
20. Fortune Teller
21. Undertaker
22. Balloonist
23. Butler
24. Dawn

PLAYER COUNT

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

First Night

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1 D
Dusk
Start the Night Phase.

2 M
Minion Info
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D
Demon Info
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4 
Poppy Grower
Do not inform the Demon/Minions who each other are

5 
Snitch
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

6 
Lunatic
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

7 
Sailor
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

8 
Marionette
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

9 
Lleech
The Lleech points to a player. Place the Poisoned reminder token.

10 
Poisoner
The Poisoner points to a player. That player is poisoned.

11 
Snake Charmer
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

12 
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

13 
Cerenovus
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

14 
Amnesiac
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

15 
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

16 
Fortune Teller
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

17 
Butler
The Butler points to a player. Mark that player as 'Master'.

18 
Noble
Point to 3 players including one evil player, in no particular order.

19 
Balloonist
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

20 D
Dawn
Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

4 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

7 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

8 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

9 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

10 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

11 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

12 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

13 **Lleech**
The Lleech points to a player. That player dies.

14 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

15 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

16 **Sweetheart**
Choose a player that is drunk.

17 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

18 **Tinker**
The Tinker might die.

19 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

20 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

21 **Undertaker**
If a player was executed today: Show that player's character token.

22 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

23 

Butler

The Butler points to a player. Mark that player as 'Master'.

24 D

Dawn

Wait for a few seconds. End the Night Phase.