Snake Hunt v1.0.0 *by PogoFox*

Pope Bootlegger Djinn

TOWNSFOLK



Snake Charmer

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



Soldier

You are safe from the Demon.

OUTSIDER



Tinker

You might die at any time.



Recluse

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

MINION



Devil's Advocate

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



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Wraith

You may choose to open your eyes at night. You wake when other evil players do.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Pukka

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



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

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lleech
5. Snake Charmer
6. Devil's Advocate
7. Pukka
8. D — Dawn

FABLED, JINXES & LORIC

Lleech & Mastermind

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

BOOTLEGGER RULES

At the end of each day, each player must choose another player publicly, going clockwise, starting from a random player. If a player's character chooses a player at night, this public end-of-day choice counts as their night's choice. If a player's character does not choose a player at night, their end-of-day choice has no effect. If multiple Snake Charmers choose the same player that registers as a Demon, the first Snake Charmer to choose that player triggers the rest of their ability.

At night, the Storyteller will only wake players whose characters/alignments have changed to inform them, and wake a player who has just become The Demon so they can choose one player privately.

There are more Snake Charmers than Soldiers in play. The number of Soldiers is equal to the number of Outsiders plus or minus 1. Soldiers cannot be poisoned by the Demon.

A Recluse can register as a Demon to a Snake Charmer, and can register differently to each Snake Charmer that chose them in a night.

The night a Pukka is chosen by a healthy Snake Charmer, the old Pukka's already-poisoned target still dies from the poison (but their most recent end-of-day target is not poisoned), and the new Pukka privately chooses a new player to be poisoned.

The night a Lleech is chosen by a healthy Snake Charmer, the old Lleech's new end-of-day target does not die, and the new Lleech privately chooses a player to be their host.

The poisoning caused by a Snake Charmer only lasts for two nights (the night of the poisoning, and the next night until dawn).

FABLED

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

LORIC

Pope
There are duplicate good characters in play. They might also be bluffs.

Bootlegger
This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Voudon
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. D — Dusk
2. Snake Charmer
3. Devil's Advocate
4. Pukka
5. Lleech
6. Tinker
7. D — 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  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

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

7  **Pukka**
The Pukka points to a player. That player is poisoned.

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

Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **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.

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

4  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

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

6  **Tinker**
The Tinker might die.

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