

# Hunger Games



script by Angelus Morningstar



**Steward**  
You start knowing  
1 good player.



**Chef**  
You start knowing how many pairs  
of evil players there are.



**Empath**  
Each night, you learn  
how many of your 2 alive neighbours are evil.



**Flowergirl**  
Each night\*, you learn if  
a Demon voted today.



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



**Savant**  
Each day, you may visit the Storyteller  
to learn 2 things in private: 1 is true & 1 is false.



**Courtier**  
Once per game, at night, choose a character:  
they are drunk for 3 nights & 3 days.



**Slayer**  
Once per game, during the day,  
publicly choose a player:  
if they are the Demon, they die.



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



**Princess**  
On your 1st day, if you nominated & executed a player,  
the Demon doesn't kill tonight.



**Alchemist**  
You have a Minion ability.  
When using this, the Storyteller  
may prompt you to choose differently.



**Ravenkeeper**  
If you die at night, you are woken to choose a player:  
you learn their character.



**Magician**  
The Demon thinks you are a Minion.  
Minions think you are a Demon.



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



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



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



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



**Evil Twin**  
You & an opposing player know each other.  
If the good player is executed, evil wins.  
Good can't win if you both live.



**Boomdandy**  
If you are executed, all but 3 players die.  
After a 10 to 1 countdown,  
the player with the most players pointing at them, dies.



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



**Scarlet Woman**  
If there are 5 or more players alive & the Demon dies,  
you become the Demon. (Travellers don't count.)



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



**Zombuul**  
Each night\*, if no-one died today,  
choose a player: they die.  
The 1st time you die, you live but register as dead.



**Kazali**  
Each night\*, choose a player: they die.  
[You choose which players are which Minions.  
-? to +? Outsiders]



**Vortex**  
Each night\*, choose a player: they die.  
Townsfolk abilities yield false info.  
Each day, if no-one is executed, evil wins.

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



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