

ALIEN HUNTER

The Nexus Event in Wildwood

Interactive Drama Scenario

15-26 Players

by
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Of Roleplays & Salon LARPs:

Classroom Roleplays: These are often used as educational tools to facilitate learning. By acting out certain scenarios or situations, students can gain a deeper understanding of the topic at hand, practice problem-solving in a controlled environment, develop empathy by "walking in someone else's shoes", or engage in critical thinking about a particular issue. For instance, in a history class, students might roleplay as delegates from different countries during a pivotal historical event, like the Congress of Vienna.

Theatre-style Salon LARPs (Live Action Role Playing): These are a subset of LARPing where the focus is more on narrative and character interaction rather than combat or physical activity. Often,

they're set in enclosed spaces like a single room or a house (hence "salon"). Participants are usually given a character with a background, motivations, and goals. The game is then played out through conversation, debate, and sometimes secret dealings or puzzles. They can be set in any type of setting or time period, from historical periods to futuristic sci-fi settings. Salon LARPs can last anywhere from a few hours to an entire weekend, depending on the scenario and the organizers' intentions.

Both types of activities require participants to adopt a character or role, with the primary difference being their purpose and setting. Classroom roleplays are typically more educational and directive, while theatre-style Salon LARPs are more about storytelling and character exploration.

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The Nexus Event in Wildwood

Setting: Wildwood, an old western town in the 1870s. Dusty roads, saloons, wooden buildings, horses, and cowboys, but with an air of unease and suspicion.

Cast of Characters:

1. Sheriff Jordan (M, T): Upholder of the law and keen to solve the murder.
2. Miss Adelaide (F, G): Saloon owner with many secrets.
3. Rev. Casey (M/F, T): Local preacher who believes the government man's story.
4. Elijah (M, T): Blacksmith with a skepticism for the supernatural.
5. Cassandra (F, G): Herbalist and healer.
6. Blake (M/F, T): Local gambler with a streak of bad luck.
7. Ms. Morgan (F, G): Schoolteacher and protector of children.
8. Taylor (M/F, T): Wanderer who arrived in town just before the murder.
9. Sawyer (M/F, T): Barkeep at Miss Adelaide's saloon.
10. Lilith (F, G): Mysterious woman living on the town's edge.
11. Alex (M/F, T): Rancher concerned about the safety of their cattle.
12. Rowan (M/F, GA): General store owner.
13. Quinn (M/F, LA): Newly settled farmer.
14. Jordan Jr. (M/F, T): Youngest child of Sheriff Jordan.
15. Charlie (M/F, GA): Night watchman.
16. Sam (M/F, LA): Postman who knows everyone's secrets.
17. Emery (M/F, T): Local newspaper editor.
18. Jamie (M/F, GA): Stagecoach driver.
19. Jordan Sr. (M, T): Father of Sheriff Jordan, retired lawman.
20. Meredith (F, G): Widow with a young child.
21. Riley (M/F, LA): Town's only doctor.
22. Jesse (M/F, GA): Prospector who's been acting strangely lately.
23. Marie (F, G): Seamstress with a sharp eye for detail.
24. Lee (M/F, T): Deputy of Sheriff Jordan.
25. Avery (M, LA): Visiting musician at Miss Adelaide's saloon.

26. Skyler (F, G): Hunter skilled with a bow and arrow.

Background:

Upon hearing about the Nexus Event and the presence of aliens, the townsfolk are in turmoil. With the government man dead and no one else to turn to, they must rely on each other to uncover the truth and protect themselves.

Instructions:

1. Building Trust: Throughout the game, characters will interact, forge alliances, share secrets, and work to form groups. Characters should use their backgrounds, professions, and personalities to their advantage.
2. Alien & Guardian Identification: Players will have to subtly identify their own group members without getting caught. The use of special hand signs for the aliens will be crucial. Guardians, however, will rely on intuition, secret questions, and trust-building.
3. Forming Groups: Towards the end of the game, players will need to decide on the groups they want to be a part of. Aliens will try to secretly infiltrate human groups, while humans will try to build the largest alien-free group.
4. The Reveal: At "Midnight" (or the end of the allotted game time), groups will reveal their members. Scores will be tallied based on the criteria mentioned.

Debrief:

After the game, players should discuss their strategies, surprises, and how their character's background influenced their choices. This is a great time to also share moments of intrigue, suspense, and clever maneuvers.

Note: For a more immersive experience, props, costumes, and ambient music from the 1870s Wild West can be used. Lighting can be dimmed to mimic nighttime as the game approaches its climax.

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Introduction:

Welcome to the town of Wildwood, a modest settlement in the Old West of the 1870s. The world may seem familiar, but beneath the surface, mystery, deceit, and otherworldly forces are at play. As the sun sets on this day, the town will never be the same again.

Setting:

Wildwood captures the essence of an Old West town – wooden buildings, saloons humming with gossip, the distant sound of horses, and the occasional tune from a lone guitarist. But recently, an

unsettling air has gripped the town. Whispers of strangers amongst the folk, uncanny occurrences, and now, the sudden murder of an outsider claiming to be from the government.

Background:

The "Man from the Government" rode into town just days ago, with claims as wild as the frontier itself. He believed that among the people of Wildwood, alien beings were hiding in plain sight. Before he could provide any proof or rally the townsfolk, he was found dead in the heart of the town with an arrow through the heart. But not before his tales of a "Nexus Event" spread like wildfire.

As the night approaches, the townspeople are filled with anxiety. By midnight, this Nexus Event will occur, and should the tales be true, any group of humans containing an alien will face dire consequences. Some believe the man's tales to be mere myths, while others are genuinely fearful. The Guardians, a group of women who've secretly protected the town for generations, are on high alert. Their ancient lore speaks of extraterrestrial entities, and this may be the night their tales come to life.

The Situation:

Players will find themselves in the midst of these strange happenings. Each will have a distinct identity:

1. Regular Townsfolk: The backbone of Wildwood, going about their daily lives and now thrust into this eerie enigma.
2. Guardians: A clandestine group of women who have always known about the aliens. Their mission is to shield humanity.
3. Aliens: Two kinds – Gray Aliens and Lizard Aliens. Although disguised as humans, their objective is different. Each group wants to assimilate as many humans as they can, but they must first identify and collaborate with their fellow aliens without being caught.

General Procedures:

1. Character Distribution: Each player will receive a sealed envelope. Inside, they will find their character background, profession, and alignment (Human, Guardian, Gray Alien, or Lizard Alien). This information is confidential.
2. Roleplaying: The heart of the game is in interactions. Form alliances, share or hide information, deceive or be deceived. There is no combat; your weapons are your words, wit, and strategy.
3. Signs & Symbols: Aliens have a special hand sign to identify members of their group. They must use this discreetly. Guardians, however, will rely on coded language and intuition.
4. Group Formation: As midnight (or the end of game time) approaches, players must decide which group to align with. Groups will sit together in a circle. Choose wisely; your survival depends on it.

5. Nexus Event: At the climax, groups reveal their members. Points are tallied based on the criteria: humans aim for the largest alien-free group, while aliens aim to infiltrate and assimilate.
6. Debrief: A post-game session where players discuss strategies, surprises, and experiences. Share your story, whether you were triumphant or outwitted.

Host Instructions:

1. Setup: Ensure a comfortable space where players can easily mingle and form groups. Consider adding atmospheric touches: dim lighting, old western decor, and background music.
2. Timekeeping: Keep track of the game's progression. Give players a warning 15 minutes before the Nexus Event.
3. Mediation: Be available for clarifications and rule enforcement. Ensure a fair and respectful game environment.
4. Ending: Announce the Nexus Event, facilitate the group reveals, and manage the point tallying. Encourage the post-game discussion.

Get ready to embark on a journey of intrigue, suspense, and deception. Trust no one completely, keep your wits about you, and may the stars be in your favor. Welcome to Wildwood.

Who Is The Murderer?

Given the depth and intricacy of the scenario, it's essential to ensure the game remains captivating, keeping players guessing until the end. Given the context provided, a strong candidate for the murderer could be:

Charlie (Gray Alien): Night Watchman

Reasoning:

- As a Gray Alien, Charlie has a primary objective to assimilate humans and gain control. The "man from the government" posed a direct threat to this mission.
- His role as the night watchman allows him access to many places without drawing suspicion. He can move silently and undetected, making it easier for him to commit the murder.
- It adds depth to the story, as players might least expect the night watchman to be involved in such an intricate plot.

However, the beauty of LARPs is that the storyteller or organizer can modify the narrative based on the group or desired outcomes. If you'd prefer another character to be the murderer, you certainly can adapt accordingly!

FACTION CARDS

FACTION CARD

Townsfolk:

Background:

You are one of the ordinary townsfolk of Wildwood. You've spent your life here, amongst its wooden buildings, the familiar tunes of the saloon, and the stories of the old folk. Life was simple, predictable even, until the arrival of the Man from the Government. Now, whispers of aliens and a looming Nexus Event have turned your world upside down.

Your Goal:

Determine who can be trusted and group up with as many genuine humans as possible to stay safe during the Nexus Event. Remember, an alien in your midst can have dire consequences.

FACTION CARD

Guardians:

Background:

For centuries, the Guardians have secretly protected humanity from otherworldly threats. Rooted deep in Wildwood, your ancestors were the first to settle here and the first to fend off the aliens. Legends of witch covens were inspired by your secretive efforts. Your knowledge of the aliens, passed down through generations, might be the key to saving Wildwood tonight.

Your Goal:

Identify and group with genuine humans. Use your knowledge to root out the aliens and protect your town. Maintain secrecy about your identity, as being a Guardian can make you a prime target.

Recognition:

Guardians wear a discrete emblem – a silver pendant or brooch with a crescent moon. Use this symbol to recognize and trust fellow Guardians. There is also a hand sign.

FACTION CARD

Gray Aliens:

Background:

You hail from Zeta Reticuli, a star system light years away from Earth. Your kind has watched over Earth for millennia, witnessing its evolution. The planet's unique energetic field can rejuvenate your dying species. Assimilating Earth's inhabitants and harnessing this energy is your last hope. To everyone else, you're just another face in the crowd, but underneath that façade, you're an ancient being with a mission.

Your Goal:

Identify and coordinate with fellow Gray Aliens. Your collective aim is to infiltrate human groups and ensure their assimilation during the Nexus Event.

Recognition:

Gray Aliens have a specific hand sign – a closed fist with the pinky finger extended outward. Use this discreetly to recognize members of your group.

FACTION CARD

Lizard Aliens:

Background:

Originating from the Draco constellation, your species is known for its adaptability and survival instincts. Earth's abundant resources and its DNA diversity are essential for your species' next evolutionary leap. Integrating human DNA by assimilation is pivotal for your race's survival and advancement.

Your Goal:

Recognize and align with fellow Lizard Aliens. Your aim is to infiltrate human groups and prepare them for assimilation when the Nexus Event occurs.

Recognition:

Lizard Aliens use a unique hand sign – a hand shaped like a claw (fingers slightly curled inwards). Use this sign subtly to recognize and align with your kin.

These faction cards should be printed and handed over to players in sealed envelopes to maintain the game's secrecy and intrigue. The information should be treated as confidential and only shared at the player's discretion during the game.



CHARACTER CLUES

I apologize for the oversight. Let's dive into the clues for each character:

1. Sheriff Jordan (Neutral):

Clue: Found an unusual metal fragment near the crime scene, not native to Earth.

Motive: To protect the town, did he silence someone who knew too much?

2. Miss Adelaide (Female Guardian):

Clue: Behind her saloon's counter, a strange emblem was hidden.

Motive: Perhaps she was trying to send a message to other Guardians?

3. Rev. Casey (Neutral):

Clue: A journal filled with writings and sketches of celestial beings.

Motive: To protect his congregation, would he go as far as murder?

4. Elijah (Male Human):

Clue: Recently fashioned a set of chains strong enough to hold a beast.

Motive: Was he preparing for an otherworldly threat?

5. Cassandra (Female Guardian):

Clue: Keeps a potent brew, rumored to counteract alien influence.

Motive: Perhaps she uncovered a deadly secret during her practices?

6. Blake (Neutral):

Clue: Owed the government man a hefty debt.

Motive: With him out of the way, the debt dies with him.

7. Ms. Morgan (Female Guardian):

Clue: Discovered teaching the children a secret chant.

Motive: Protecting the children or ensuring they stay quiet?

8. Taylor (Neutral):

Clue: Seen arguing with the government man the day before his death.

Motive: A past connection or unfinished business?

9. Sawyer (Neutral):

Clue: Overheard sharing whispered warnings of night-time visitors.

Motive: Protecting Miss Adelaide's secrets or their own?

10. Lilith (Female Guardian):

Clue: Keeps a collection of old relics said to be alien deterrents.

Motive: What would she do to safeguard her collection?

11. Alex (Neutral):

Clue: Found a mutilated cow on their ranch, with unusual markings.

Motive: Did they confront the government man about it?

12. Rowan (Neutral Gray Alien):

Clue: Stocked up on rare minerals not found in the region.

Motive: Collecting materials for communication or defense?

13. Quinn (Neutral Lizard Alien):

Clue: Found with a coded message, possibly alien communication.

Motive: Covering up their tracks or a more nefarious purpose?

14. Jordan Jr. (Neutral):

Clue: Drew sketches that eerily resemble Gray Aliens.

Motive: Childhood imagination or hiding a dark truth?

15. Charlie (Neutral Gray Alien):

Clue: Spotted at locations of recent mysterious events during night patrols.

Motive: Keeping the town safe or ensuring his mission succeeds?

16. Sam (Neutral Lizard Alien):

Clue: Intercepted mail detailing sightings of strange beings.

Motive: Was the government man expecting a letter of importance?

17. Emery (Neutral):

Clue: Recently published an article dismissing UFO sightings.

Motive: Suppressing the truth or genuinely ignorant?

18. Jamie (Neutral Gray Alien):

Clue: Had a suspicious passenger the night before the murder.

Motive: A silent witness to extraterrestrial passengers?

19. Jordan Sr. (Male Human):

Clue: Has a locked room filled with decades-old alien sighting reports.

Motive: Protecting his son from an inherited destiny?

20. Meredith (Female Guardian):

Clue: Found with a locket that seems to repel aliens.

Motive: Ensuring her child's safety at any cost?

21. Riley (Neutral Lizard Alien):

Clue: Keeps medical records of strange, non-human illnesses.

Motive: Research or covering tracks?

22. Jesse (Neutral Gray Alien):

Clue: Found a strange metal in the mountains, not sharing details.

Motive: Greed or a more alien purpose?

23. Marie (Female Guardian):

Clue: Spotted crafting garments from a fabric that's oddly shimmering.
Motive: Hiding something or someone?

24. Lee (Neutral):

Clue: Confiscated an artifact from a drifter, resembling alien tech.

Motive: Curiosity or complicity?

25. Avery (Neutral Lizard Alien):

Clue: Their music causes listeners to behave oddly.

Motive: Hypnotic melodies to mask their alien nature?

26. Skyler (Female Guardian):

Clue: Found with arrows tipped with a mysterious substance.

Motive: To combat the extraterrestrial or for personal gain?



Sheriff Jordan (Little Jordan)

Faction: Townsfolk

Gender: Male

Age: 45

Role: Town Sheriff

Costume: A weathered hat, a star badge, sheriff's coat, and a leather belt holster.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Sheriff Jordan, a long-standing figure of authority in the town, is known for his unwavering commitment to upholding the law. His father, Jordan Sr., was also a sheriff, making law enforcement a family tradition. Over the past two decades, Sheriff Jordan has been instrumental in maintaining peace, resolving disputes, and ensuring that the town runs smoothly. The recent arrival of the "man from the government" caught his attention. Although Jordan was initially skeptical, he couldn't ignore the strange occurrences in the town. The mysterious events and the subsequent murder have rattled him, and he's more determined than ever to uncover the truth and bring justice.

PRIVATE INFORMATION:

Sheriff Jordan, although publicly dismissing any talk of extraterrestrials, has had his own experiences which make him wonder. Years ago, when he was a deputy, he encountered an unexplainable phenomenon while on patrol one night. He's kept this experience a secret, fearing ridicule or damage to his reputation. This memory has been haunting him recently.

SPECIAL ABILITY:

Investigation Insight - Once during the game, Sheriff Jordan can force a player to reveal one piece of PRIVATE INFORMATION.

WHAT YOU KNOW ABOUT OTHERS:

He has noticed Rowan and Charlie having secret exchanges in the general store. Recently, he overheard Miss Adelaide and Cassandra discussing something about "Guardians" and a "Covenant."

Miss Adelaide

Faction: Guardian

Gender: Female

Age: 37

Role: Saloon owner

Costume: Elegant dress, feathered hat, and lace gloves.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Miss Adelaide owns the town's saloon, a thriving hub for gossip, business deals, and evening relaxation. Being in the heart of social activity, Adelaide hears many secrets, and her saloon is often the starting point of many rumors. Well-respected in the community, she offers jobs to those in need and has a particular fondness for entertaining the town with music and dance.

PRIVATE INFORMATION:

Miss Adelaide is a high-ranking member of the "Guardians," a secret society formed centuries ago to combat extraterrestrial threats. She has been working undercover to identify and neutralize the alien presence in the town. The saloon has a hidden room where she keeps records and artifacts of her findings.

SPECIAL ABILITY:

Charm & Influence - Miss Adelaide can persuade a player to share their SPECIAL ABILITY with her, once during the game.

WHAT YOU KNOW ABOUT OTHERS:

She is aware of Cassandra, Meredith, Marie, and Skyler being fellow Guardians. She also suspects Taylor might be linked with extraterrestrial activities, as she noticed an unusual scar on Taylor's hand, resembling an alien symbol she had seen in the Guardians' records.

Rev. Casey

Faction: Townsfolk

Gender: M/F

Age: 50

Role: Local preacher

Costume: Modest religious attire, a worn-out bible, and a wooden cross pendant.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Rev. Casey is a stalwart figure in the community, often providing spiritual guidance and solace to the town's folk. Casey's sermons often touch upon the unknown and the mysteries of the universe, asking parishioners to keep an open mind about things they don't understand. With the arrival of the "man from the government" and his wild claims, Rev. Casey found himself torn between skepticism and belief, wondering if these "aliens" might be God's other children. The church has seen a surge in attendance recently as the community seeks answers and comfort.

PRIVATE INFORMATION:

Years ago, Rev. Casey stumbled upon ancient scriptures hidden in the church's cellar. These scriptures spoke of celestial visitors and events that could only be termed as "extraterrestrial." Initially dismissing them as fables, the recent events have made Casey revisit these texts, wondering if they might hold answers to the current mystery.

SPECIAL ABILITY:

Prayer of Insight - Once during the game, Rev. Casey can pray with another player. During this prayer, both players must share a piece of PRIVATE INFORMATION with each other.

WHAT YOU KNOW ABOUT OTHERS:

Rev. Casey recently comforted Meredith, who was distraught over nightmares of strange beings. Additionally, Lee, the deputy, often comes to the church late at night, seeking solace and hinting at things he's seen that he can't explain.

Elijah

Faction: Townsfolk

Gender: Male

Age: 33

Role: Blacksmith

Costume: Leather apron, soot-streaked face, and sturdy boots.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Elijah is known for his strong arms and the high-quality tools he produces. A rational thinker, he often dismisses tales of the supernatural and has been very vocal about his disbelief in the tales of extraterrestrials. Recently, he's been working on a large, undisclosed project that he keeps hidden under a tarp in his workshop.

PRIVATE INFORMATION:

The undisclosed project is a metallic enclosure, designed based on a blueprint Elijah found mysteriously placed in his workshop. While he's unsure of its purpose, he felt a compulsion to build it. The blueprint has symbols that eerily resemble some he's seen in the church's ancient scriptures when Rev. Casey showed them to him.

SPECIAL ABILITY:

Metal Manipulation - Elijah can, once during the game, create a protective barrier around himself and another player for 10 minutes, where no one can approach or question them.

WHAT YOU KNOW ABOUT OTHERS:

Elijah has observed that Rowan often comes by late at night to procure unusual metal materials, often paying extra to ensure secrecy. He also once overheard a heated conversation between Blake and Alex about a secret meeting.

Cassandra

Faction: Guardian

Gender: Female

Age: 40

Role: Herbalist and healer

Costume: Flowing dresses, a pouch with herbs, and a pendant of a protective symbol.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

As the town's primary source of healing before the doctor's arrival, Cassandra's knowledge of herbs and natural remedies is unparalleled. People from neighboring towns often seek her expertise. While her methods are sometimes termed "unconventional," no one can deny their effectiveness.

PRIVATE INFORMATION:

Cassandra's lineage has a long history of Guardianship. Her ancestors have passed down an ancient tome that details the ways to identify and combat extraterrestrial entities. She's been studying this tome in secret and has been formulating a potion that might help reveal the true nature of these beings.

SPECIAL ABILITY:

Potion of Truth - Cassandra can give a player her potion, forcing them to answer one question truthfully.

WHAT YOU KNOW ABOUT OTHERS:

Cassandra has treated Jamie for a rare ailment that she recognized from her tome as a potential side effect of alien transformation. Additionally, she has been working with Miss Adelaide in secret to compare notes and findings about the alien presence.

Blake

Faction: Townsfolk

Gender: M/F

Age: 29

Role: Local gambler

Costume: Flashy waistcoat, a feathered hat, pocket watch, and always seen with a deck of cards.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Blake is the gambler with the smoothest talk in town, often found at Miss Adelaide's saloon, trying their luck. Recently, however, their winning streak has taken a downturn, and Blake is often seen deep in thought, rubbing a strange coin they found on one of their late-night walks. This coin, many say, started their streak of bad luck. Still, Blake's charm remains undeterred, and they always have a trick or two up their sleeves.

PRIVATE INFORMATION:

The coin Blake found has inscriptions that they've been unable to decipher. Late at night, Blake often dreams of a faraway galaxy and feels an unexplained connection to the stars. They've contemplated showing this coin to Rowan, the general store owner, hoping he might have some knowledge about it.

SPECIAL ABILITY:

Gambler's Guile - Once during the game, Blake can challenge another player to a game of chance (coin toss, card draw, etc.). If Blake wins, the challenged player must share a piece of PRIVATE INFORMATION. If Blake loses, they must reveal a PRIVATE piece of information.

WHAT YOU KNOW ABOUT OTHERS:

Blake once overheard Sawyer and Charlie discussing the strange happenings in town, hinting that they might know more than they let on. Blake also suspects that Lilith, the mysterious woman, might have some knowledge about the coin, as she once cast a lingering glance at it when Blake flaunted it at the saloon.

Ms. Morgan

Faction: Guardian

Gender: Female

Age: 32

Role: Schoolteacher

Costume: Modest dress, glasses, a bun, and always seen with a book or chalk.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Ms. Morgan is beloved by her students. As the schoolteacher, she's instilled the values of questioning, exploring, and learning in the young minds of the town. She is protective of her students, often organizing extra classes to teach them about the world beyond their small town.

PRIVATE INFORMATION:

Unknown to many, Ms. Morgan's classroom is filled with hidden symbols and signs that offer protection against extraterrestrial entities. She's been training a group of students, including Jordan Jr., in secret about the history of Guardians and their role. She believes the next generation is the key to protecting the town from any potential threats.

SPECIAL ABILITY:

Protector's Shield - Once during the game, Ms. Morgan can invoke a protective circle around herself and two other players. While inside the circle, no harm or influence can befall them, and they cannot be questioned for 10 minutes.

WHAT YOU KNOW ABOUT OTHERS:

Ms. Morgan once found an odd-looking rock in Quinn's bag during a school inspection, which she identified from her Guardian teachings as potentially alien. She also noticed that Riley, the town's only doctor, has been asking children about their dreams, which she finds suspicious.

Taylor

Faction: Townsfolk

Gender: M/F

Age: 34

Role: Wanderer

Costume: Dusty overcoat, wide-brimmed hat to shield from the sun, a scarf to protect against the desert winds, and worn leather boots.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Taylor, always seen with a hint of sand on their boots and the scent of a distant place, is a wanderer who arrived in town just days before the murder. Most of their stories involve tales from the neighboring towns, vast deserts, and the people they've met along the way. They're a frequent storyteller at Miss Adelaide's saloon, enchanting the locals with tales of their travels. Many admire Taylor's freedom and courage to journey the unknown, but with the recent murder, some townsfolk are wary of the stranger among them.

PRIVATE INFORMATION:

Unknown to most, Taylor's wandering isn't just for the sake of adventure. They're searching for someone - a family member who disappeared under mysterious circumstances. The last clue they had pointed them towards this very town. They have been discreetly inquiring about any unusual happenings prior to their arrival, hoping to find a link.

SPECIAL ABILITY:

Wanderer's Intuition - Once during the game, Taylor can approach a player and ask them a question about their PRIVATE INFORMATION. The player must answer truthfully, but Taylor can only use this ability for 5 minutes after activating it.

WHAT YOU KNOW ABOUT OTHERS:

Taylor, during their travels, heard whispers that Sawyer, the barkeep at Miss Adelaide's, might have connections outside of the town that are far-reaching and mysterious. They've also noticed Jamie, the stagecoach driver, eyeing them with recognition, but can't place where they might have met before.

Sawyer

Faction: Townsfolk

Gender: M/F

Age: 28

Role: Barkeep

Costume: Vest over a white shirt, apron stained from various drink spills, and a cloth always handy for wiping down the counter.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Sawyer is the ever-present ear at Miss Adelaide's saloon, pouring drinks and lending a listening ear to anyone who needs it. As the barkeep, they've heard it all: secrets, confessions, gossip, and tall tales. Friendly to all, they're the glue that keeps the regulars coming back, always serving up the right drink for the right mood.

PRIVATE INFORMATION:

While everyone thinks Sawyer merely listens, they're part of a secret network of informants that spreads across the region. Every new piece of information is stored, cataloged, and sometimes sold to the highest bidder. Recently, they intercepted a covert message indicating that there are not one, but two groups of aliens in town.

SPECIAL ABILITY:

Barkeep's Ears - Once during the game, Sawyer can eavesdrop on any two players' conversation from a distance, without them realizing they're being overheard.

WHAT YOU KNOW ABOUT OTHERS:

Sawyer knows that Rev. Casey has been spending time in the saloon's backroom, receiving mysterious guests late at night. They've also overheard Blake talking in their sleep about a coin and another galaxy, making them believe that Blake may have something alien-related in their possession.

Lilith

Faction: Guardian

Gender: Female

Age: 38

Role: Mysterious Woman

Costume: Flowing dark dresses with intricate lace patterns, a shawl that seems to shimmer under certain lights, and silver jewelry with symbols of protection.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Living on the town's edge, Lilith is a mysterious figure, often seen under the moonlight collecting herbs or murmuring chants. Those who've dared approach her house speak of a garden that blooms unnaturally bright under the night sky. She offers protection charms to those who seek them and seems to have an uncanny understanding of the universe. Children speak of seeing strange, shimmering figures around her home, and the town's animals seem drawn to her, acting as her eyes and ears.

PRIVATE INFORMATION:

Lilith is not just a mere human but is a guardian, entrusted with ensuring the balance of the universe. Centuries ago, a prophecy spoke of two alien factions that would seek Earth for their gains. The guardians were dispatched to protect the planet. Lilith knows that the time spoken of in the prophecy is now, and she's actively searching for allies to prevent Earth's assimilation.

SPECIAL ABILITY:

Moonlit Vision - Once during the game, Lilith can activate her vision to see the true form of any one player, revealing their faction (alien, guardian, or human) but not their specific role. This vision lasts for 3 minutes.

WHAT YOU KNOW ABOUT OTHERS:

During one of her moonlit rituals, Lilith received a vision of Rowan, the general store owner, hiding a device not of this Earth in the store's basement. She's also sensed a protective aura around Ms. Morgan, the schoolteacher, hinting that she might be an ally.

Alex

Faction: Townsfolk

Gender: M/F

Age: 42

Role: Rancher

Costume: Worn leather hat, dust-coated chaps, rugged boots, and a stained bandana covering the neck.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Alex is a dedicated rancher, having inherited a vast expanse of cattle lands from their ancestors. With a profound connection to the land and the creatures under their care, they are known to be honest, straightforward, and fiercely protective of their livestock. Lately, however, some of their cattle have gone missing, and strange patterns have appeared in their fields. These occurrences have made Alex concerned and watchful. Some nights, they've spoken about seeing strange lights in the sky and hearing eerie sounds from the hills.

PRIVATE INFORMATION:

A few weeks ago, during an evening round-up, Alex stumbled upon a peculiar metallic object half-buried in one of their fields. When touched, it emitted a faint hum and showed bizarre symbols. Fearing the repercussions of reporting it, Alex hid it in their barn. They've also started having dreams of another world, visions of a looming danger, and a voice urging them to choose a side.

SPECIAL ABILITY:

Landsense - Twice during the game, Alex can "sense" the true intentions of a player by focusing on them for 5 minutes. This will give Alex an intuition (a yes or no answer from the game master) about whether the player has ulterior motives.

WHAT YOU KNOW ABOUT OTHERS:

While at the general store buying supplies, Alex overheard Quinn, the newly settled farmer, talking in a hushed tone about "coordinates" and "activation." They also noticed that Jesse, the prospector, has been snooping around their barn lately, showing a keen interest in the strange metallic object.

Rowan

Faction: Gray Alien

Gender: M/F

Age: Appears 35

Role: General Store Owner

Costume: Fitted waistcoat, pinstriped pants, polished shoes, a monocle, and always seen with a pocket watch.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Rowan, the owner of the town's general store, is a staple in the community. The store, a hub of trade and chatter, has been serving townsfolk for years. People admire Rowan's astute business sense and the uncanny ability to have just what a customer needs. They are always up-to-date with the latest news and trends, often procuring goods that haven't even been asked for yet, as if anticipating the town's needs. Recently, Rowan has brought in a series of new, foreign products – metallic devices that seem oddly advanced for the time.

PRIVATE INFORMATION:

Rowan is a Gray Alien sent to Earth to establish a communication hub in anticipation of a larger arrival. Their store acts as a façade to collect information on human behavior and to disseminate alien tech subtly. In the store's basement, Rowan hides advanced communication equipment and has been transmitting information to their mothership. They also have a special device that can detect other aliens but isn't sure how to differentiate between the two factions.

SPECIAL ABILITY:

Tech Whisperer - Once in the game, Rowan can use their advanced device to confirm if someone is an alien. However, this doesn't reveal the specific faction of the alien.

WHAT YOU KNOW ABOUT OTHERS:

Rowan has picked up radio-like frequencies from Quinn's farm, suggesting advanced tech usage. They've also noticed Lee, the deputy, snooping around the store after hours, possibly catching glimpses of the strange items in the inventory.

Quinn

Faction: Lizard Alien

Gender: M/F

Age: Appears 28

Role: Newly Settled Farmer

Costume: Durable overalls, a straw hat, well-worn boots, and a scarf around the neck to conceal any scales.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Quinn appeared in town a few months ago, purchasing a stretch of farmland on the outskirts. They quickly became known for producing the juiciest, most vibrant-colored crops, with townsfolk in awe of the sudden greenery. Quinn claims to have a "special touch" with plants, and their farm quickly became a popular spot for town gatherings. They often host barn dances and offer agricultural advice to neighboring farmers.

PRIVATE INFORMATION:

Quinn is a Lizard Alien, sent to study Earth's agriculture for potential food sources for their species. The outstanding crop yield is a result of an alien growth formula, which Quinn secretly administers to the plants. The barn dances and gatherings are a façade to collect DNA samples from humans, as Lizard Aliens believe they can enhance their race by blending their DNA with other species. Quinn has a device that can alter human memory for a short time, useful if someone gets too suspicious.

SPECIAL ABILITY:

Memory Manipulation - Once in the game, Quinn can show a card to another player, making them forget the last five minutes of the game. The affected player will forget any conversation, observation, or transaction that happened during that time.

WHAT YOU KNOW ABOUT OTHERS:

Quinn has noticed Rowan's interest in their farm and is suspicious of their frequent visits to the general store's basement. They've also spotted Jamie, the stagecoach driver, lingering at the edge of the farm late at night, observing the crops with a keen interest.

Jordan Jr. (JJ, Tiny Jordan)

Faction: Townsfolk

Gender: M/F

Age: 17

Role: Youngest child of Sheriff Jordan

Costume: Simple western attire, pants, shirt, vest, and a hat slightly too big, showing the youth trying to emulate the elder's stature.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Jordan Jr., lovingly known as JJ by the townsfolk, is the youngest offspring of the esteemed Sheriff Jordan. Growing up under the shadow of such an authoritative figure, JJ always felt the weight of expectation. Inquisitive and clever, they've always had a knack for getting into places they shouldn't and overhearing conversations meant for older ears. While they idolize their father and elder sibling, they are determined to carve out their identity.

PRIVATE INFORMATION:

JJ found a peculiar metallic object near the outskirts of the town, which they've hidden in their room. The object occasionally emits a soft glow and seems to have otherworldly inscriptions. They've also overheard whispers about Guardians and aliens from eavesdropping on their father's conversations and are eager to prove themselves by uncovering the mysteries surrounding the town.

SPECIAL ABILITY:

Eavesdrop - Once in the game, JJ can secretly listen to a conversation between two other players without them knowing. JJ will quietly show the ability card to the moderator, indicating which players they're eavesdropping on.

WHAT YOU KNOW ABOUT OTHERS:

Jordan Jr. has seen Taylor and Lee in hushed conversations multiple times. While sneaking around, they also caught a glimpse of Ms. Morgan carrying a strange emblem resembling the legends of the Guardians, further fueling their curiosity.

Charlie

Faction: Gray Alien

Gender: M/F

Age: 29 (Earth years)

Role: Night watchman

Costume: A watchman's uniform slightly worn with age, complete with a lantern and a whistle.

CHARLIE IS THE MURDERER!

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Charlie has been the town's reliable night watchman for the past four years. Their methodical and punctual nature has made them quite reputable among the locals. Always the first to report anything amiss, Charlie is often seen patrolling the quieter parts of town during the night, ensuring everyone's safety. Their commitment to the job has earned them respect, though some find their obsession with stargazing a tad eccentric.

PRIVATE INFORMATION:

Charlie is a Gray Alien, having taken the form of a human after their spacecraft crash-landed nearby. The need to blend in led them to the role of a night watchman, enabling them to communicate with their extraterrestrial contacts discreetly. Charlie's primary objective is to establish a communication link with their home planet and seek reinforcements. However, they've sensed the presence of another alien species, the Lizard Aliens, and must tread carefully.

CHARLIE IS THE KILLER:

As a Gray Alien, Charlie has a primary objective to assimilate humans and gain control. The "man from the government" posed a direct threat to this mission. His role as the night watchman allows him access to many places without drawing suspicion. He can move silently and undetected, making it easier for him to commit the murder.

SPECIAL ABILITY:

Night Vision - Charlie can see clearly in the dark. Twice in the game, they can choose to navigate a darkened area or observe a nighttime event, which others might miss, providing crucial information or clues. To activate this ability, Charlie will show the ability card to the moderator.

WHAT YOU KNOW ABOUT OTHERS:

In their nightly rounds, Charlie has observed peculiar activities: Taylor has been seen burying something on the town's outskirts, and Jamie, the stagecoach driver, has been transporting mysterious crates at night. Additionally, Charlie has intercepted a coded message from Riley and believes they might be of the Lizard Alien faction.

Sam

Faction: Lizard Alien

Gender: M/F

Age: 35 (Earth years)

Role: Postman

Costume: A postman's uniform with a satchel filled with letters, slightly tanned from the sun and the dust of the road.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Sam is the town's well-liked postman, known for their punctuality and friendly demeanor. Always with a smile and a wave, they've delivered mail rain or shine for the past decade. The townspeople appreciate their hard work, especially since Sam never hesitates to stop and chat, even sharing the latest news from neighboring towns. The post office, located in the heart of town, often becomes a gathering spot for folks eager for the latest gossip.

PRIVATE INFORMATION:

Underneath the guise of a friendly postman, Sam is a Lizard Alien. Sam's mission is two-fold: gather intelligence about the town's populace and wait for the right moment to signal their kind for an invasion. The postman role provides Sam with an unparalleled insight into the townspeople's lives, making them an efficient spy. However, there have been instances where Sam felt being watched and believes another alien faction, the Gray Aliens, is in the town. The intercepted mail of another postman from a neighboring town alerted Sam of the government man's imminent arrival, but he was too late to intervene.

SPECIAL ABILITY:

Code Breaker - Sam can decipher coded messages. Once in the game, they can reveal a hidden message or gain crucial information by deciphering it. To use this ability, Sam will show the ability card to the moderator.

WHAT YOU KNOW ABOUT OTHERS:

Sam knows that Emery, the newspaper editor, received a letter from the murdered government man but hasn't gone public with its contents. Also, through intercepted letters, Sam believes that Lilith and Skyler might have ties to the Guardian faction. Finally, they've noticed a pattern: every month, a letter from an unknown source is delivered to Rowan's general store.

Emery

Faction: Townsfolk

Gender: M/F

Age: 42

Role: Newspaper Editor

Costume: A neat waistcoat, white shirt, and trousers. Carries around a notepad, pencil, and a pair of spectacles.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Emery stands as the backbone of the town's daily newspaper, the 'Pioneer's Voice'. As the editor and sometimes writer, they've chronicled the lives of the townspeople, their joys, sorrows, and everything in between. They've seen politicians rise and fall, businesses flourish and fail, and have always remained neutral in their writing. Emery is respected by the community for their fair reporting, dedication to truth, and impeccable moral compass. They've always believed in the power of journalism and how it can shape and inform society.

PRIVATE INFORMATION:

A few days before the murder, Emery received a confidential letter from the 'man from the government'. The letter hinted at the presence of aliens in the town and urged Emery to be cautious. It also contained a coded message, which Emery hasn't been able to decipher yet. Worried about the implications and not wanting to create mass panic, Emery chose to withhold this information from the public. However, they're torn, feeling the weight of journalistic responsibility against the potential hysteria it might cause.

SPECIAL ABILITY:

Press Pass - Emery can request private interviews with anyone once during the game. The person chosen by Emery must speak truthfully for a duration of 5 minutes. To use this ability, Emery will show the ability card to the chosen player.

WHAT YOU KNOW ABOUT OTHERS:

Emery has heard rumors about Ms. Morgan and the strange gatherings she holds after school hours. They've also observed that the normally skeptical Elijah has been inquiring about the existence of otherworldly beings. Lastly, Emery knows that Jamie, the stagecoach driver, had a brief confrontation with the government man a day before his demise.

Jamie

Faction: Gray Alien

Gender: M/F

Age: 30

Role: Stagecoach Driver

Costume: Rugged attire suitable for the open road, including a wide-brimmed hat, leather gloves, and boots. Carries a whip and has dust-streaked clothing.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Jamie is known around the town for driving the stagecoach that connects the community with the outside world. Through rain, snow, or the heat of summer, Jamie ensures that people, packages, and post arrive safely. Often the first to bring news from neighboring towns, Jamie enjoys a camaraderie with the townsfolk, sharing stories, news, and the occasional rumor. Their affable nature and impeccable track record make them an invaluable part of the community. Recently, Jamie had been spending a bit more time around town, making some wonder if they're considering settling down for good.

PRIVATE INFORMATION:

Jamie, originally a Gray Alien, arrived on Earth with the purpose of studying humanity. Over time, they've grown fond of humans and their way of life. Now, they're conflicted between their original mission and the life they've come to love. They had an altercation with the 'man from the government' who suspected Jamie's true nature. While the confrontation was merely verbal, Jamie fears it might make them a prime suspect in his murder. They're also trying to identify fellow Gray Aliens discreetly to discuss the situation.

SPECIAL ABILITY:

Hyper-Reflexes - Once during the game, Jamie can dodge a direct confrontation or questioning by using their enhanced reflexes. When confronted or questioned, Jamie can flash the ability card to the person and remove themselves from the situation without offering any explanation.

WHAT YOU KNOW ABOUT OTHERS:

Jamie knows that the schoolteacher, Ms. Morgan, has been passing cryptic notes to Miss Adelaide. They've also observed Charlie, the night watchman, sneaking around the town's outskirts during the day, which they find very odd. Lastly, they remember dropping a peculiar package for Emery, the newspaper editor, a few days before the murder.

Jordan Sr. (Big Jordan)

Faction: Townsfolk

Gender: Male

Age: 58

Role: Retired Lawman

Costume: Worn-out sheriff attire with a faded star badge. Carries an old revolver at his side and has a stern expression, weathered from years in the field.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Jordan Sr. served as the town's sheriff for over three decades. His dedication to law and order was unwavering, and he's responsible for putting many criminals behind bars. Respected and sometimes feared, he trained his child, Jordan, to take over his position when he decided it was time to hang up his boots. However, retirement hasn't been quiet for him. He's often seen around town, sharing old stories and giving unsolicited advice to the current sheriff – his son. Recently, he expressed his skepticism about the alien rumors but urged the town to stay alert and prepared.

PRIVATE INFORMATION:

Jordan Sr. is hiding a secret from his past. During his early years as a sheriff, he encountered an unidentified flying object. Though he reported it, he was ridiculed and eventually asked to drop the matter. He's kept this close to his chest but believes that the 'man from the government' might have had some information about that event. They had a scheduled secret meeting, but the man was murdered before they could talk.

SPECIAL ABILITY:

Interrogation Expert - Once during the game, Jordan Sr. can use his expertise to force a character to reveal one piece of their private information to him. The chosen player can't refuse and must share the information. They present the ability card and specify the information they seek.

WHAT YOU KNOW ABOUT OTHERS:

Jordan Sr. knows that Ms. Morgan, the schoolteacher, once found an odd metal object while on a trip outside the town, which she has kept hidden. He also knows that Jamie, the stagecoach driver, delivered a suspicious package to Emery, the newspaper editor, but is unaware of its contents. Lastly, he's been keeping a close eye on Blake, the gambler, as he's noticed him in whispered conversations with several townsfolk and believes he's up to something.

Meredith

Faction: Guardian

Gender: Female

Age: 34

Role: Widow with a young child

Costume: Simple long dress with a shawl. Wears a locket around her neck with a picture of her late husband and her child.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Meredith is a young widow who lost her husband to a tragic accident two years ago. She has been raising her child alone since then. Though grief-stricken, she's known to be strong-willed and determined. The town respects her for her resilience and often helps her with supplies and chores. Many believe she might have knowledge about the Guardians due to her family lineage, but she has always deflected such talks. She runs a small sewing business and often donates to the local church.

PRIVATE INFORMATION:

Meredith is a Guardian, dedicated to the protection of humanity from extraterrestrial threats. Her late husband was also a Guardian, and his death was no accident. He was killed during a mission, and Meredith believes the aliens might be behind it. She's determined to unmask the aliens and bring them to justice. The locket she wears contains a hidden compartment with a symbol that can be shown to other Guardians as proof of her identity.

SPECIAL ABILITY:

Shield of Protection - Once during the game, Meredith can use her Guardian training to protect a group of up to 5 individuals, including herself, from any adverse effects or abilities for one game phase. She presents the ability card, announcing the protection, and the chosen players can't be affected by other special abilities during that phase.

WHAT YOU KNOW ABOUT OTHERS:

Meredith knows that Lilith, another supposed Guardian, has been acting suspiciously and might have had a conversation with one of the aliens. She also has heard rumors about Taylor, the wanderer, being seen near the place where the 'man from the government' was murdered. Additionally, she's aware that Sawyer, the barkeep, possesses a mysterious old book that he hides from the rest of the town.

Riley

Faction: Lizard Alien

Gender: M/F

Age: Appears 40 (actual age unknown)

Role: Town's only doctor

Costume: Smart, professional clothing with a doctor's bag always at hand, spectacles resting on the nose bridge.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Dr. Riley is a well-respected figure in the town, having saved countless lives with their medical expertise. Known for their calm demeanor and gentle touch, many in the community consider them a blessing. They arrived in the town five years ago, and since then, have been an essential asset, especially during outbreaks or when there was a need for surgeries. Though quiet about their past, Riley is always ready to assist and rarely takes a day off.

PRIVATE INFORMATION:

Riley is not who they seem. They are a Lizard Alien, sent to Earth to study humans and prepare for the eventual assimilation. Their position as a doctor allows them unparalleled access to human biology and behavior. They send regular reports to their homeworld about their findings. While they believe in the mission, Riley has started developing a genuine affection for humans, making their task emotionally complicated. They are torn between duty and newfound empathy.

SPECIAL ABILITY:

Healing Touch - Twice during the game, Riley can heal a player who might have been adversely affected by another player's ability. By presenting the ability card and announcing the healing, the affected player's adverse condition is reversed, and they return to their normal state.

WHAT YOU KNOW ABOUT OTHERS:

Riley has treated Jamie, the stagecoach driver, for a peculiar skin condition that's not typically found in humans, making them suspicious. They also know that Ms. Morgan, the schoolteacher, has been asking questions about alien anatomy after finding a strange book. Lastly, they have overheard a conversation between Rev. Casey and Sheriff Jordan, discussing the odd behavior of certain townsfolk lately, making Riley wonder if their cover might be blown soon.

Jesse

Faction: Gray Alien

Gender: M/F

Age: Appears 35 (actual age unknown)

Role: Prospector

Costume: Dusty and worn clothing, wide-brimmed hat, and a pickaxe slung over one shoulder.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Jesse is known in the town as the ever-hopeful prospector, always believing that the next big gold vein is just around the corner. Their optimistic demeanor and friendly nature make them well-liked, despite the constant cloud of dust they bring into any establishment. Jesse often shares tales of the "beautiful rocks" they've seen deep within the Earth, speaking of them with a reverence that most find endearing, if a little odd.

PRIVATE INFORMATION:

Beneath the facade of the gold-obsessed prospector is a Gray Alien with a mission. While Jesse does search for precious minerals, it's not gold they're truly after. Instead, they seek rare Earth materials essential for their species' technology. They've been sending samples back to their home planet, ensuring that the invasion, when it happens, is smooth and efficient. Recently, they stumbled upon an artifact suggesting that they might not be the only extraterrestrial beings in the town, complicating their mission.

SPECIAL ABILITY:

Seismic Sense - Once during the game, Jesse can "sense" the allegiances of two other players by mimicking a minor tremor in the ground. By presenting this ability card, they can ask the game master (or equivalent) privately about the factions of their chosen players.

WHAT YOU KNOW ABOUT OTHERS:

During one of their excavations, Jesse found a piece of technology that doesn't belong to the Gray Aliens. Suspecting it might be of Lizard Alien origin, they believe Quinn, the newly settled farmer, might be connected to it due to their frequent visits to the same area. Additionally, they've seen Skyler, the skilled hunter, watching them from a distance on several occasions, making Jesse wary of her intentions.

Marie

Faction: Guardian

Gender: Female

Age: 28

Role: Seamstress

Costume: Simple yet meticulously crafted dress, a thimble on one finger, and a pendant necklace she's always seen wearing.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Marie is the town's go-to for all things related to fashion and stitching. People travel from neighboring towns just for her expert tailoring skills. Her shop is filled with mannequins draped in intricate designs, from elaborate gowns to practical work attire. People often find her singing softly to herself as she works, lost in a world of fabrics and threads. Though she's largely focused on her craft, she's known to have an uncanny ability to remember even the smallest details, often pointing out changes in her clients' habits or appearances.

PRIVATE INFORMATION:

Marie's pendant isn't just a family heirloom; it's the symbol of the Guardians. She's used her position to gather intelligence, always on the lookout for signs of alien influence. The reason she remembers so much? She's trained to notice everything out of place. Recently, she's started to suspect that the fabric supplier, Rowan, the general store owner, might not be as human as they appear, based on a certain shimmer to the fabrics they've been providing.

SPECIAL ABILITY:

Detail Recall - Once during the game, Marie can "recall" a seemingly trivial piece of information about another player's actions or words from earlier in the game. By presenting this ability card, she can confirm a particular detail or fact with the game master (or equivalent) about that player.

WHAT YOU KNOW ABOUT OTHERS:

Marie has noticed that Taylor, the wanderer, has been asking for specific types of fabrics that have peculiar properties. She's also been seeing Jamie, the stagecoach driver, more often than usual, suspecting they're delivering more than just people and goods. On a more personal note, she's aware that Ms. Morgan, the schoolteacher, once had a close call with what she believed was an alien encounter in her youth, and they've exchanged stories in hushed whispers.

Lee

Faction: Townsfolk

Gender: M/F

Age: 30

Role: Deputy of Sheriff Jordan

Costume: Sturdy leather boots, well-worn trousers, a sheriff's deputy badge, a hat slightly tilted to the side, and a trusty lasso hanging by their side.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

As the Deputy of Sheriff Jordan, Lee is a steadfast enforcer of the law in the town. Often seen with a calm demeanor, Lee is known for diffusing tension and ensuring that conflicts get resolved without violence. Many in town rely on Lee's ability to mediate, respecting their fair judgment and even-handed approach. They've often been the bridge between the older ways of thinking, represented by people like Jordan Sr., and the new generation's approach to law and order. Despite their neutrality, Lee has always been open about wanting to do right by the people and to uphold justice, no matter where it might lead.

PRIVATE INFORMATION:

Lee once had an experience they couldn't explain. Late one night, while patrolling the outskirts of town, they saw a peculiar shimmering light in the sky that disappeared as abruptly as it appeared. Since then, they've quietly sought answers, not wanting to seem irrational in the eyes of the community. They have a personal notebook hidden away, filled with sketches of strange symbols they saw that night, hoping to someday decipher them. They've also heard rumors of certain townspeople acting out of character and are discreetly keeping tabs, just in case there's a connection.

SPECIAL ABILITY:

Mediator - Once in the game, if a disagreement or conflict arises between players, Lee can step in and "mediate" the situation. By presenting this ability card, they can call for a 5-minute timeout where all involved parties discuss the matter, ensuring everyone gets a chance to speak and come to a compromise.

WHAT YOU KNOW ABOUT OTHERS:

Lee is aware that Alex, the rancher, has been finding peculiar markings in the soil of their ranch, marks that don't match any animal tracks. They've also overheard Elijah, the blacksmith, discussing some unusual metal fragments he found, unlike any material he's worked with before. On a more personal level, they've been entrusted with the knowledge that Jordan Jr., despite his youth, is quite the eavesdropper and has a knack for being in the right place at the right time, gathering information that could prove valuable.

Avery

Faction: Lizard Alien

Gender: Male

Age: 27

Role: Visiting Musician at Miss Adelaide's saloon

Costume: An ornate vest with intricate patterns, black trousers, polished boots, a wide-brimmed hat with a single feather, and a silver pocket watch dangling from a chain.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Avery, with his soulful melodies and enchanting tunes, has been the talk of the town since his recent arrival. Residents have flocked to Miss Adelaide's saloon just to hear him play, captivated by the otherworldly charm of his music. While his origins remain a mystery, Avery's polite and slightly reserved demeanor has earned him a warm welcome. He's often seen in quiet corners of the saloon, strumming his instrument and jotting down new compositions, leaving patrons wondering where he draws his inspiration.

PRIVATE INFORMATION:

Unknown to most, Avery is not merely a wandering musician but a Lizard Alien sent to gather emotional data on humans. His tunes, while beautiful, are designed to elicit strong emotional responses, which he then studies and reports back to his kind. He's chosen music as his means of interaction because of its universal appeal and the depth of emotion it can provoke. Although committed to his mission, Avery's prolonged exposure to human emotions, particularly love and passion, has made him question the ethics of his objective and the intentions of his superiors.

SPECIAL ABILITY:

Harmonic Resonance - Avery can play a tune on his instrument once in the game that captivates everyone within earshot. For the duration of the song (about 5 minutes), all listeners become entranced and cannot speak or move. This can be a strategic pause, allowing other players to move unnoticed or for Avery to escape a tight situation.

WHAT YOU KNOW ABOUT OTHERS:

Avery has noticed that Miss Adelaide, despite her seemingly tough exterior, is deeply moved by certain melodies, hinting at a hidden sorrow. He's also observed Rowan, the general store owner, purchasing peculiar items not typical for a store of that nature, making Avery suspect there's more to Rowan than meets the eye. In his interactions at the saloon, Avery has picked up on a hint of tension between Sawyer, the barkeep, and Blake, the gambler, suggesting a shared history or disagreement.

Skyler

Faction: Guardian

Gender: Female

Age: 32

Role: Hunter skilled with a bow and arrow

Costume: Dark green cloak, leather vest, brown trousers, knee-high boots, and a quiver of arrows slung across the back.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Skyler, with her sharp eyes and even sharper arrows, is known for her unmatched skill with a bow. She's lived on the outskirts of town, making her living by hunting and occasionally trading furs and meat with the townsfolk. The townspeople admire her independence and respect her knowledge of the wilderness. Often, she's sought out by folks who need guidance or knowledge about the forests surrounding the town. Her stoic nature and focused demeanor make her a bit of an enigma, and many wonder what drives the lone huntress.

PRIVATE INFORMATION:

As a Guardian, Skyler's primary mission is to keep the balance and ensure that the Alien presence does not threaten the natural order. She's been tracking the movements of the Aliens, using her hunting skills to remain unseen. Skyler knows the importance of her role, but the weight of responsibility and the solitude of her mission often take a toll on her. She's searching for other Guardians, hoping to unite and form a strategy. But, while she's wary of the Aliens, she's not entirely against forming an alliance if it ensures the town's safety.

SPECIAL ABILITY:

Eagle's Eye - Once in the game, Skyler can use her keen observation skills to watch a player of her choice without being detected for a duration of 10 minutes. During this time, she can gather information and eavesdrop on conversations, but she cannot intervene or interact.

WHAT YOU KNOW ABOUT OTHERS:

Skyler has overheard whispers from Jesse, the prospector, about unusual findings in the mines – markings and objects not of this world. She's also noticed the peculiar behavior of Jamie, the stagecoach driver, who often takes routes that don't align with his scheduled destinations, leading her to believe he may be in communication with someone or something outside the town. Lastly, from her vantage points in the wilderness, she's seen Lilith, the mysterious woman, meeting secretly with several townsfolk, suggesting a deeper network of alliances or plots.

CAST LIST

#	M/F	F	CHARACTER	PLAYER
01	M	T	Sheriff Jordan	
02	F	G	Miss Adelaide	
03	M/F	T	Rev. Casey	
04	M	T	Elijah	
05	F	G	Cassandra	
06	M/F	T	Blake	
07	F	G	Ms. Morgan	
08	M/F	T	Taylor	
09	M/F	T	Sawyer	
10	F	G	Lilith	
11	M/F	T	Alex	
12	M/F	GA	Rowan	
13	M/F	LA	Quinn	
14	M/F	T	Jordan Jr. / JJ	
15	M/F	GA	Charlie	
16	M/F	LA	Sam	
17	M/F	T	Emery	
18	M/F	GA	Jamie	
19	M	T	Jordan Sr. / Big	
20	F	G	Meredith	
21	M/F	LA	Riley	
22	M/F	GA	Jesse	
23	F	G	Marie	
24	M/F	T	Lee	
25	M	LA	Avery	
26	F	G	Skyler	

CAST LIST

#	M/F	CHARACTER	PLAYER
01	M	Sheriff Jordan	
02	F	Miss Adelaide	
03	M/F	Rev. Casey	
04	M	Elijah	
05	F	Cassandra	
06	M/F	Blake	
07	F	Ms. Morgan	
08	M/F	Taylor	
09	M/F	Sawyer	
10	F	Lilith	
11	M/F	Alex	
12	M/F	Rowan	
13	M/F	Quinn	
14	M/F	Jordan Jr. / JJ	
15	M/F	Charlie	
16	M/F	Sam	
17	M/F	Emery	
18	M/F	Jamie	
19	M	Jordan Sr. / Big	
20	F	Meredith	
21	M/F	Riley	
22	M/F	Jesse	
23	F	Marie	
24	M/F	Lee	
25	M	Avery	
26	F	Skyler	

FACTION CARD

Townsfolk

Background:

You are one of the ordinary townsfolk of Wildwood. You've spent your life here, amongst its wooden buildings, the familiar tunes of the saloon, and the stories of the old folk. Life was simple, predictable even, until the arrival of the Man from the Government. Now, whispers of aliens and a looming Nexus Event have turned your world upside down.

Your Goal:

Determine who can be trusted and group up with as many genuine humans as possible to stay safe during the Nexus Event. Remember, an alien in your midst can have dire consequences.

FACTION CARD

Guardians

Background:

For centuries, the Guardians have secretly protected humanity from otherworldly threats. Rooted deep in Wildwood, your ancestors were the first to settle here and the first to fend off the aliens. Legends of witch covens were inspired by your secretive efforts. Your knowledge of the aliens, passed down through generations, might be the key to saving Wildwood tonight.

Your Goal:

Identify and group with genuine humans. Use your knowledge to root out the aliens and protect your town. Maintain secrecy about your identity, as being a Guardian can make you a prime target.

Recognition:

Guardians usually wear a discrete emblem – a silver pendant or brooch with a crescent moon. Use this symbol to recognize and trust fellow Guardians. If none is available Guardians may use a specific hand sign – ASL for “I Love You”.. Use this discreetly to recognize members of your group.



FACTION CARD

Gray Aliens

Background:

You hail from Zeta Reticuli, a star system light years away from Earth. Your kind has watched over Earth for millennia, witnessing its evolution. The planet's unique energetic field can rejuvenate your dying species.

Assimilating Earth's inhabitants and harnessing this energy is your last hope. To everyone else, you're just another face in the crowd, but underneath that façade, you're an ancient being with a mission.

Your Goal:

Identify and coordinate with fellow Gray Aliens. Your collective aim is to infiltrate human groups and ensure their assimilation during the Nexus Event.

Recognition:

Gray Aliens have a specific hand sign – a closed fist with the pinky finger extended outward. Use this discreetly to recognize members of your group.



FACTION CARD

Lizard Aliens

Background:

Originating from the Draco constellation, your species is known for its adaptability and survival instincts. Earth's abundant resources and its DNA diversity are essential for your species' next evolutionary leap. Integrating human DNA by assimilation is pivotal for your race's survival and advancement.

Your Goal:

Recognize and align with fellow Lizard Aliens. Your aim is to infiltrate human groups and prepare them for assimilation when the Nexus Event occurs.

Recognition:

Lizard Aliens use a unique hand sign – a hand shaped like a claw (fingers slightly curled inwards). Use this sign subtly to recognize and align with your kin.



<p>About Sheriff Jordan</p> <p>Clue: Found an unusual metal fragment near the crime scene, not native to Earth.</p> <p>Motive: To protect the town, did he silence someone who knew too much?</p>	<p>About Miss Adelaide</p> <p>Clue: Behind her saloon's counter, a strange emblem was hidden.</p> <p>Motive: Perhaps she was trying to send a message to other Guardians?</p>	<p>About Rev. Casey</p> <p>Clue: A journal filled with writings and sketches of celestial beings.</p> <p>Motive: To protect his congregation, would he go as far as murder?</p>
<p>About Elijah</p> <p>Clue: Recently fashioned a set of chains strong enough to hold a beast.</p> <p>Motive: Was he preparing for an otherworldly threat?</p>	<p>About Cassandra</p> <p>Clue: Keeps a potent brew, rumored to counteract alien influence.</p> <p>Motive: Perhaps she uncovered a deadly secret during her practices?</p>	<p>About Blake</p> <p>Clue: Owed the government man a hefty debt.</p> <p>Motive: With him out of the way, the debt dies with him.</p>
<p>About Ms. Morgan</p> <p>Clue: Discovered teaching the children a secret chant.</p> <p>Motive: Protecting the children or ensuring they stay quiet?</p>	<p>About Taylor</p> <p>Clue: Seen arguing with the government man the day before his death.</p> <p>Motive: A past connection or unfinished business?</p>	<p>About Sawyer</p> <p>Clue: Overheard sharing whispered warnings of night-time visitors.</p> <p>Motive: Protecting Miss Adelaide's secrets or their own?</p>

<p>About Lilith</p> <p>Clue: Keeps a collection of old relics said to be alien deterrents.</p> <p>Motive: What would she do to safeguard her collection?</p>	<p>About Alex</p> <p>Clue: Found a mutilated cow on their ranch, with unusual markings.</p> <p>Motive: Did they confront the government man about it?</p>	<p>About Rowan</p> <p>Clue: Stocked up on rare minerals not found in the region.</p> <p>Motive: Collecting materials for communication or defense?</p>
<p>About Quinn</p> <p>Clue: Found with a coded message, possibly alien communication.</p> <p>Motive: Covering up their tracks or a more nefarious purpose?</p>	<p>About Jordan Jr.</p> <p>Clue: Drew sketches that eerily resemble Gray Aliens.</p> <p>Motive: Childhood imagination or hiding a dark truth?</p>	<p>About Charlie</p> <p>Clue: Spotted at locations of recent mysterious events during night patrols.</p> <p>Motive: Keeping the town safe or ensuring his mission succeeds?</p>
<p>About Sam</p> <p>Clue: Intercepted mail detailing sightings of strange beings.</p> <p>Motive: Was the government man expecting a letter of importance?</p>	<p>About Emery</p> <p>Clue: Recently published an article dismissing UFO sightings.</p> <p>Motive: Suppressing the truth or genuinely ignorant?</p>	<p>About Jamie</p> <p>Clue: Had a suspicious passenger the night before the murder.</p> <p>Motive: A silent witness to extraterrestrial passengers?</p>

<p>About Jordan Sr.</p> <p>Clue: Has a locked room filled with decades-old alien sighting reports.</p> <p>Motive: Protecting his son from an inherited destiny?</p>	<p>About Meredith</p> <p>Clue: Found with a locket that seems to repel aliens.</p> <p>Motive: Ensuring her child's safety at any cost?</p>	<p>About Riley</p> <p>Clue: Keeps medical records of strange, non-human illnesses.</p> <p>Motive: Research or covering tracks?</p>
<p>About Jesse</p> <p>Clue: Found a strange metal in the mountains, not sharing details.</p> <p>Motive: Greed or a more alien purpose?</p>	<p>About Marie</p> <p>Clue: Spotted crafting garments from a fabric that's oddly shimmering.</p> <p>Motive: Hiding something or someone?</p>	<p>About Lee</p> <p>Clue: Confiscated an artifact from a drifter, resembling alien tech.</p> <p>Motive: Curiosity or complicity?</p>
<p>About Avery</p> <p>Clue: Their music causes listeners to behave oddly.</p> <p>Motive: Hypnotic melodies to mask their alien nature?</p>	<p>About Skyler</p> <p>Clue: Found with arrows tipped with a mysterious substance.</p> <p>Motive: To combat the extraterrestrial or for personal gain?</p>	

<p>Special Ability Sheriff Jordan</p> <p><i>Investigation Insight</i> - Once during the game, Sheriff Jordan can force a player to reveal one piece of PRIVATE INFORMATION.</p>	<p>Special Ability Miss Adelaide</p> <p><i>Charm & Influence</i> - Miss Adelaide can persuade a player to share their SPECIAL ABILITY with her, once during the game.</p>	<p>Special Ability Rev. Casey</p> <p><i>Prayer of Insight</i> - Once during the game, Rev. Casey can pray with another player. During this prayer, both players must share a piece of PRIVATE INFORMATION with each other.</p>
<p>Special Ability Elijah</p> <p><i>Metal Manipulation</i> - Elijah can, once during the game, create a protective barrier around himself and another player for 10 minutes, where no one can approach or question them.</p>	<p>Special Ability Cassandra</p> <p><i>Potion of Truth</i> - Cassandra can give a player her potion, forcing them to answer one question truthfully.</p>	<p>Special Ability Blake</p> <p><i>Gambler's Guile</i> - Once during the game, Blake can challenge another player to a game of chance (coin toss, card draw, etc.). If Blake wins, the challenged player must share a piece of PRIVATE INFORMATION. If Blake loses, they must reveal a PRIVATE piece of information.</p>
<p>Special Ability Ms. Morgan</p> <p><i>Protector's Shield</i> - Once during the game, Ms. Morgan can invoke a protective circle around herself and two other players. While inside the circle, no harm or influence can befall them, and they cannot be questioned for 5 minutes.</p>	<p>Special Ability Taylor</p> <p><i>Wanderer's Intuition</i> - Once during the game, Taylor can approach a player and ask them a question about their PRIVATE INFORMATION. The player must answer truthfully, but Taylor can only use this ability for 5 minutes after activating it.</p>	<p>Special Ability Sawyer</p> <p><i>Barkeep's Ears</i> - Once during the game, Sawyer can eavesdrop on any two players' conversation from a distance, without them realizing they're being overheard.</p>

<p>Special Ability Lilith</p> <p><i>Moonlit Vision</i> - Once during the game, Lilith can activate her vision to see the true form of any one player, revealing their faction (alien, guardian, or human) but not their specific role. This vision lasts for 3 minutes.</p>	<p>Special Ability Alex</p> <p><i>Landsense</i> - Twice during the game, Alex can "sense" the true intentions of a player by focusing on them for 5 minutes. This will give Alex an intuition (a yes or no answer from the game master) about whether the player has ulterior motives.</p>	<p>Special Ability Rowan</p> <p><i>Tech Whisperer</i> - Once in the game, Rowan can use their advanced device to confirm if someone is an alien. However, this doesn't reveal the specific faction of the alien.</p>
<p>Special Ability Quinn</p> <p><i>Memory Manipulation</i> - Once in the game, Quinn can show a card to another player, making them forget the last five minutes of the game. The affected player will forget any conversation, observation, or transaction that happened during that time.</p>	<p>Special Ability Jordan Jr.</p> <p><i>Eavesdrop</i> - Once in the game, JJ can secretly listen to a conversation between two other players without them knowing. JJ will quietly show the ability card to the moderator, indicating which players they're eavesdropping on.</p>	<p>Special Ability Charlie</p> <p><i>Night Vision</i> - Charlie can see clearly in the dark. Twice in the game, they can choose to navigate a darkened area or observe a nighttime event, which others might miss, providing crucial information or clues. To activate this ability, Charlie will show the ability card to the moderator.</p>
<p>Special Ability Sam</p> <p><i>Code Breaker</i> - Sam can decipher coded messages. Once in the game, they can reveal a hidden message or gain crucial information by deciphering it. To use this ability, Sam will show the ability card to the moderator.</p>	<p>Special Ability Emery</p> <p><i>Press Pass</i> - Emery can request private interviews with anyone once during the game. The person chosen by Emery must speak truthfully for a duration of 5 minutes. To use this ability, Emery will show the ability card to the chosen player.</p>	<p>Special Ability Jamie</p> <p><i>Hyper-Reflexes</i> - Once during the game, Jamie can dodge a direct confrontation or questioning by using their enhanced reflexes. When confronted or questioned, Jamie can flash the ability card to the person and remove themselves from the situation without offering any explanation.</p>

Special Ability
Jordan Sr.

Interrogation Expert - Once during the game, Jordan Sr. can use his expertise to force a character to reveal one piece of their private information to him. The chosen player can't refuse and must share the information. They present the ability card and specify the information they seek.

Special Ability
Meredith

Shield of Protection - Once during the game, Meredith can use her Guardian training to protect a group of up to 5 individuals, including herself, from any adverse effects or abilities for one game phase. She presents the ability card, announcing the protection, and the chosen players can't be affected by other special abilities during that phase of 5 minutes.

Special Ability
Riley

Healing Touch - Twice during the game, Riley can heal a player who might have been adversely affected by another player's ability. By presenting the ability card and announcing the healing, the affected player's adverse condition is reversed, and they return to their normal state.

Special Ability
Jesse

Seismic Sense - Once during the game, Jesse can "sense" the allegiances of two other players by mimicking a minor tremor in the ground. By presenting this ability card, they can ask the game master (or equivalent) privately about the factions of their chosen players.

Special Ability
Marie

Detail Recall - Once during the game, Marie can "recall" a seemingly trivial piece of information about another player's actions or words from earlier in the game. By presenting this ability card, she can confirm a particular detail or fact with the game master (or equivalent) about that player.

Special Ability
Lee

Mediator - Once in the game, if a disagreement or conflict arises between players, Lee can step in and "mediate" the situation. By presenting this ability card, they can call for a 5-minute timeout where all involved parties discuss the matter, ensuring everyone gets a chance to speak and come to a compromise.

Special Ability
Avery

Harmonic Resonance - Avery can play a tune on his instrument once in the game that captivates everyone within earshot. For the duration of the song (about 5 minutes), all listeners become entranced and cannot speak or move. This can be a strategic pause, allowing other players to move unnoticed or for Avery to escape a tight situation.

Special Ability
Skyler

Eagle's Eye - Once in the game, Skyler can use her keen observation skills to watch a player of her choice without being detected for a duration of 10 minutes. During this time, she can gather information and eavesdrop on conversations, but she cannot intervene or interact.

ALIEN HUNTER

Sheriff Jordan

**Little Jordan
Town Sheriff**

Age 45

**Taiwan Interactive Theatre Society
NCCU Interactive Drama**

ALIEN HUNTER

Miss Adelaide

Saloon Owner

Age 37

**Taiwan Interactive Theatre Society
NCCU Interactive Drama**

ALIEN HUNTER

Rev. Casey

Local Preacher

Age 50

**Taiwan Interactive Theatre Society
NCCU Interactive Drama**

ALIEN HUNTER

Elijah

Blacksmith

Age 33

**Taiwan Interactive Theatre Society
NCCU Interactive Drama**

ALIEN HUNTER

Cassandra

Herbalist and Healer

Age 40

**Taiwan Interactive Theatre Society
NCCU Interactive Drama**

ALIEN HUNTER

Blake

Local Gambler

Age 29

**Taiwan Interactive Theatre Society
NCCU Interactive Drama**

ALIEN HUNTER

Ms. Morgan

Schoolteacher

Age 32

**Taiwan Interactive Theatre Society
NCCU Interactive Drama**

ALIEN HUNTER

Taylor

Wanderer

Age 34

**Taiwan Interactive Theatre Society
NCCU Interactive Drama**

ALIEN HUNTER

Sawyer

Barkeep

Age 28

**Taiwan Interactive Theatre Society
NCCU Interactive Drama**

ALIEN HUNTER

Lilith

Mysterious Woman

Age 38

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Alex

Rancher

Age 42

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Rowan

General Store Owner

Age 35

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Quinn

Newly Settled Farmer

Age 28

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Tiny Jordan

Jordan Jr / JJ

Youngest Child of Sheriff Jordan

Age 17

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Charlie

Night Watchman

Age 29

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Sam

Postman

Age 35

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Emery

Newspaper Editor

Age 42

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Jamie

Stagecoach Driver

Age 30

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Big Jordan

Jordan Sr
Retired Lawman

Age 58

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Meredith

Widow with a Young Child

Age 34

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Riley

Town's Only Doctor

Age 40

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Jesse

Prospector

Age 35

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Marie

Seamstress

Age 28

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Lee

Deputy of Sheriff Jordan

Age 30

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Avery

Visiting Musician at
Miss Adelaide's Saloon

Age 27

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Skyler

Hunter Skilled with
a Bow and Arrow

Age 32

Taiwan Interactive Theatre Society
NCCU Interactive Drama

ALIEN HUNTER

Director

Interactive Dramatist

Taiwan Interactive Theatre Society
NCCU Interactive Drama



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