Mystery & Misinformation   *by Jacco and Fabian*

TOWNSFOLK

Investigator You start knowing that 1 of 2 players is a particular Minion.

Shugenja You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

Pixie You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Lucky Detective Each night you may learn something about the Grimoire

Scourge Seeker Each night, choose 3 alive players (not yourself): you learn if any of them are evil

Dreamer Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.

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.

AA Leader Each night choose a player, you and they cannot be made drunk or poisoned due to another characters ability until dusk.

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

Lobbyist Each night*, if the first nominated player the previous day got a predetermined amount of votes, you learn a good character that is in play. If you influenced the vote the information may be false.

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

Cannibal You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

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

OUTSIDERS

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

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

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

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.

MINIONS

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

Pit-Hag Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

Assassin Once per game, at night*, choose a player: they die, even if for some reason they could not.

Widow On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMONS

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

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

Legion Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. **[Most players are Legion]**

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

Bootlegger
This script has homebrew characters or rules.

Dusk
Start the Night Phase.

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

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

AA Leader
PLACEHOLDER

Lleech
The Lleech chooses a player. ●

Poisoner
The Poisoner chooses a player. ●

Widow
Show the Grimoire for as long as the Widow needs. The Widow chooses a player. ●

Pixie
Show the Townsfolk character token marked **MAD**.

Investigator
Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Fortune Teller
The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Dreamer
The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Scourge Seeker
PLACEHOLDER

Lucky Detective
PLACEHOLDER

Shugenja
Point clockwise or anticlockwise around the circle.

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

Dusk
Start the Night Phase.

AA Leader
PLACEHOLDER

Poisoner
The Poisoner chooses a player. ●

Pit-Hag
The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

Legion
A player might die. ●

No Dashii
The No Dashii chooses a player. ●

Vortox
The Vortox chooses a player. ●

Lleech
The Lleech chooses a player. ●

Assassin
The Assassin might choose a player. ● ●

Sweetheart
If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ●

Lobbyist
PLACEHOLDER

Scourge Seeker
PLACEHOLDER

Lucky Detective
PLACEHOLDER

Plague Doctor
If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now.

Ravenkeeper
If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Fortune Teller
The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Undertaker
If a player was executed today, show their character token.

Dreamer
The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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