

Mystery & Misinformation V2

by Jacco and Fabian



TOWNSFOLK

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|--|------------------------|---|
| | 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

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| | 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

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|--|-----------------|--|
| | 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. |
| | Wizard | Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature. |
| | 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

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|--|------------------|--|
| | No Dashii | Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned. |
| | Vortex | 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] |
| | Leech | Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead. |



FIRST NIGHT

**Bootlegger**

This script has homebrew characters or rules.

OTUER NIGHTS



**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. ● Put the Widow to sleep. Wake the player marked **KNOW** & show the Widow token. ●

**Wizard**

Do whatever needs to be done to satisfy the Wizard's ability.

**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.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**AA Leader**

PLACEHOLDER

**Poisoner**

The Poisoner chooses a player. ●

**Wizard**

Do whatever needs to be done to satisfy the Wizard's ability.

**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. ●

**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.