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.

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

Dusk
Start the Night Phase.

Lucky Detective
undefined

Scourge Seeker
undefined

AA Leader
undefined

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.

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.

Shugenja
Point clockwise or anticlockwise around the circle.

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

Dusk
Start the Night Phase.

Lucky Detective
undefined

Scourge Seeker
undefined

AA Leader
undefined

Lobbyist
undefined

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. ●

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.