Math-Sive Attack v1.1.0 *by arepasxo*

Djinn

TOWNSFOLK



Chef

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



Pixie

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



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDER



Drunk

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



Klutz

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

MINION



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Baron

There are extra Outsiders in play. [+2 Outsiders]

DEMON



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vortox

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

Quick Reference

Math-Sive Attack — by arepasxo

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Pixie
5. Chef
6. Seamstress
7. Spy
8. Mathematician
9. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

FABLED

Djinn
Use the Djinn's special rule. All players know what it is.

RECOMMENDED TRAVELLERS

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Barista
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Deviant
If you were funny today, you cannot die by exile.

OTHER NIGHTS

1. Dusk
2. Imp
3. Vortox
4. Sage
5. Seamstress
6. Spy
7. Mathematician
8. Dawn

PLAYER COUNT

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

First Night

Math-Sive Attack — by arepasxo

1 D **Dusk**
Start the Night Phase.

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

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

4  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

5  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

6  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

7  **Spy**
Show the Grimoire to the Spy for as long as they need.

8  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

9 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

Math-Sive Attack — by arepasxo

1 D **Dusk**
Start the Night Phase.

2  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

3  **Vortox**
The Vortox points to a player. That player dies.

4  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

5  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

6  **Spy**
Show the Grimoire to the Spy for as long as they need.

7  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

8 D **Dawn**
Wait for a few seconds. End the Night Phase.