Murder and Mayhem V2-**TOWNSFOLK** Pixie You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die. **Empath** Each night, you learn how many of your 2 alive neighbors are evil. Sailor Each night, choose an alive player: either you or they are drunk until dusk. You can't die. Town Crier Each night*, you learn if a Minion nominated today. Innkeeper Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk. Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight. Exorcist Gossip Each day, you may make a public statement. Tonight, if it was true, a player dies. **Artist** Once per game, during the day, privately ask the Storyteller any yes/no question. Fisherman Once per game, during the day, visit the Storyteller for some advice to help your team win. Seamstress Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment. Philosopher Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk. Soldier You are safe from the Demon. The 1st time you die, you don't. **OUTSIDERS** Tinker You might die at any time. Sweetheart When you die, 1 player is drunk from now on. Recluse You might register as evil & as a Minion or Demon, even if dead. Drunk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not. MINIONS You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider] Godfather



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

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

Organ Grinder All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.



Pukka Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Lleech Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.

Po Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Vigormortis Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

DEMONS







Sailor

Lleech

Poisoner

Godfather

Dawn



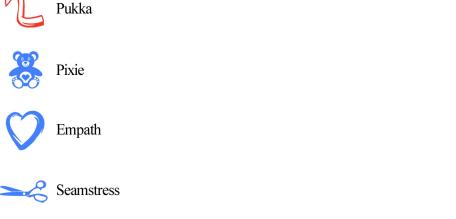
Murder and Mayhem V2

Recommended Travellers



Recommended Fabled





Seamstress Town Crier Empath Tinker Sweetheart Gossip Godfather **nissass**A ГІееси Vigormortis **P**ukka Exorcist **JUNK**eeper Poisoner Sailor Philosopher

Dawn

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