


















# 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.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	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.
	Fool	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

	Godfather	You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	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.

## DEMONS

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


 Philosopher

 Minion info

 Demon info

 Sailor

 Leech

 Poisoner

 Godfather

 Pukka

 Pixie

 Empath

 Seamstress

 Dawn

# First Night

## Murder and Mayhem V2

Recommended Travellers



Recommended Fabled



## Murder and Mayhem V2

# Other Nights

Dawn 

Seamstress 

Town Crier 

Empath 

Tinker 


Sweetheart 

Gossip 

Godfather 

Assassin 

Leech 


Vigormortis 

Po 

Pukka 

Exorcist 

Inkkeeper 

Poisoner 

Sailor 

Philosopher 

Dusk 