Red Dragon Inn-**TOWNSFOLK** Bounty Hunter You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil] **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. Dreamer Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct. Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight. **Exorcist** Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false. Amnesiac You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are. **Artist** Once per game, during the day, privately ask the Storyteller any yes/no question. Philosopher Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk. Alchemist You have a not-in-play Minion ability. Sage If the Demon kills you, you learn that it is 1 of 2 players. Poppy Grower Minions & Demons do not know each other. If you die, they learn who each other are that night. Minstrel When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow. **OUTSIDERS** Acrobat Each night*, if either good living neighbor is drunk or poisoned, you die. 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. Heretic Whoever wins, loses & whoever loses, wins, even if you are dead. Drunk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not. MINIONS Poisoner Each night, choose a player: they are poisoned tonight and tomorrow day. Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player. Fearmonger Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary. Pit-Hag There are extra Outsiders in play. [+2 Outsiders] Baron **DEMONS**

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

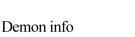
Vortox Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.





Red Dragon Inn







A Pit-Hag can not create a Heretic.



Lleech



The Baron might only add 1 Outsider, not 2.



Poisoner



If the Lleech has poisoned the Heretic then the Lleech dies, the Heretic remains poisoned.



Fearmonger



Pukka



Pixie



Amnesiac



Empath



Dreamer



Bounty Hunter



Dawn

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