# Reductio Ad Absurdum

by Rohan Sarvaria



### Steward

You start knowing I good player.



You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



You start knowing I 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 neighbours are evil.



Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### Town Crier

Each night\*, you learn if a Minion nominated today.



### Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.





Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



## Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



# Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



### Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



# **Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



## team loses. Drunk

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

All Minions know you are in play. If a Minion publicly guesses you (once), your



# 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.



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

evil Fang Gu & you die instead. [+1 Outsider]



### Cerenovus

evil, or both might die.

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is



# Marionette

Fang Gu

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an



## 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.



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

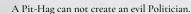


A Pit-Hag can not create a Heretic.



If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

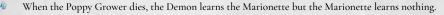






The Baron might only add 1 Outsider, not 2.

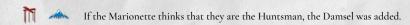








The Marionette does not learn that a Damsel is in play.



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