

QUICK REFERENCE — ROLES

THE ARCHIVIST

Open Role

Action → Stash a Diamond and choose a player you haven't chosen yet. That player shows their item card. When you have as many Diamonds stashed as there are players, you win the game.

THE BOOKIE

Open Role

Any time a player makes a bluff, you can put a Diamond in the bank. If you do, and that player was bluffing, you get two Diamonds from that player.

THE DANCER

Open Role

Whenever you're Hurt, Recover.

Action → Give one of your Diamonds to another player. Until the beginning of your next turn, if they win the game, you also win the game.

THE DOUCHE

Open Role

Whenever you're Hurt, lose a diamond. If you do, Recover.

Action → Take up to two Diamonds from the bank.

THE FIXER

Open Role

Action → Name an item and choose a player. That player shows their item. If they have the named item, swap that item with another player's item.

THE BRUTE

Open Role

Whenever you hurt someone, recover.

Action → Hurt someone, if you're hurt.

THE BUMBLER

Hidden Role

Action → Flip this card face up. If you do, take all the items, shuffle them and deal them out to everyone at random, face down.

THE CARPENTER

Hidden Role

When a player kills you, reveal this card and recover.

Action → Hurt someone. Only use this ability if this card is revealed.

THE INVESTOR

Hidden Role

Action → Reveal this card. If you do, you get Diamonds equal to half the Diamonds in the bank.

THE SUIT

Hidden Role

Whenever a player takes a Diamond from the bank, you can reveal this card. If you do, take all that player's diamonds.

THE TWINS

Hidden Role

You win the game if the other twin wins the game.

You lose the game if the other twin loses the game.

QUICK REFERENCE — ITEMS

THE ALBUM

As long as this card is revealed, whoever swaps the item away from you gets two Diamonds.

Action → You get a Diamond from the player with the fewest. If anyone is tied, choose one.

THE BREW

As long as this card is revealed, whoever swaps it away from you has to give you one of their Diamonds.

Action → Every player recovers and you get a Diamond.

THE RAILING

Weapon

Action → Hurt someone, then swap their item with someone else of your choice.

THE SACK

If there are three or more Diamonds stashed here, this is a weapon.

Action → Stash two Diamonds and get a diamond.

THE TICKET

Action → Stash a Diamond, then get a Diamond from the bank.

THE BAT

Weapon

Action → Hurt someone. If this kills them, recover and skip your next turn.

THE BOOTLEG

If you have this card and seven Diamonds, you win the game.

Action → Threaten someone.

THE BRICK

Weapon

Action → Threaten someone. If you show this card, swap it after you hurt them.

THE CONTRACT

Action → Stash a Diamond and reveal this card. If there are four Diamonds stashed on this card, choose a player. That player loses the game.

THE FLOWER

As long as this card is revealed, whenever you Recover, you get a Diamond.

Action → Recover.

THE MANIFEST

If you show this and you have the most Diamonds, you swap Diamonds with the player who has the fewest.

Action → For each player with no Diamonds, gain a Diamond.

THE SHARES

Action → Stash a Diamond, then gain Diamonds equal to half the number of Diamonds stashed here.