Death is but a doorway 2.0-

TOWNSFOLK



Alchemist You have a not-in-play Minion ability.

Clockmaker

Fortune Teller

Grandmother You start knowing a good player & their character. If the Demon kills them, you die too.

You start knowing how many steps from the Demon to its nearest Minion.

Gossip Each day, you may make a public statement. Tonight, if it was true, a player dies.

Empath Each night, you learn how many of your 2 alive neighbors are evil.

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

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

Gambler Each night*, choose a player & guess their character: if you guess wrong, you die.

Monk Each night*, choose a player (not yourself): they are safe from the Demon tonight.

Amnesiac You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

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

Professor Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

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

(OUTSIDERS)

MINIONS

DEMONS

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.

Klutz When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

Golem You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

Tinker You might die at any time.

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

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

Witch Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

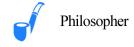
Boomdandy If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Al-Hadikhia Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

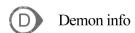
Shabaloth Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

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





















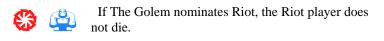


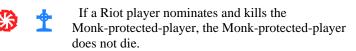


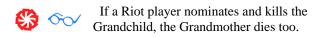


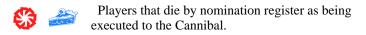
First Night

Death is but a doorway...











... արան արգ արթերություն արածու









Empath















Assassin







Shabaloth



Witch

Monk



Snake Charmer



Gambler



Amnesiac

Philosopher



