


















# Death is but a doorway 2.0





TOWNSFOLK

	Alchemist	You have a not-in-play Minion ability.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	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.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	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

	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.

## MINIONS

	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.

## DEMONS

	Riot	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.
	Shabalothe	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.



Philosopher



Alchemist



Minion info



Demon info



Amnesiac



Snake Charmer



Godfather



Witch



Empath



Fortune Teller



Grandmother



Clockmaker



Dawn

# First Night

*Death is but a doorway...*



If The Golem nominates Riot, the Riot player does not die.



If a Riot player nominates and kills the Monk-protected-player, the Monk-protected-player does not die.



If a Riot player nominates and kills the Grandchild, the Grandmother dies too.



Players that die by nomination register as being executed to the Cannibal.



Riot registers as a Minion to the Clockmaker.

Dawn



Fortune Teller



Empath



Grandmother



Tinker



Professor



Gossip



Godfather



Assassin



Al-Hadikhia



Po



Shabalo



Witch



Monk



Snake Charmer



Gambler



Amnesiac



Philosopher



Dusk



*Death is but a doorway...*

# Other Nights