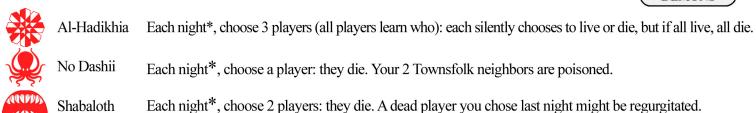
## Death is but a doorway-**TOWNSFOLK** Alchemist You have a not-in-play Minion ability. Clockmaker You start knowing how many steps from the Demon to its nearest Minion. Grandmother You start knowing a good player & their character. If the Demon kills them, you die too. Each day, you may make a public statement. Tonight, if it was true, a player dies. Gossip **Empath** Each night, you learn how many of your 2 alive neighbors are evil. Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you. Fortune Teller Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned. Each night\*, choose a player & guess their character: if you guess wrong, you die. Gambler Each night\*, choose a player (not yourself): they are safe from the Demon tonight. Monk 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. Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected. **Professor** 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** 



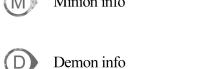
Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



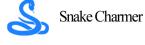


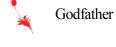












Witch











## First Night

## Death is but a doorway





























Amnesiac

**b**pilosopher





## Death is but a doorway