


















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.
	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

	Al-Hadikhia	Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.
	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	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.

 Philosopher

 Alchemist

 Minion info

 Demon info

 Amnesiac

 Snake Charmer

 Godfather

 Witch

 Empath

 Fortune Teller

 Grandmother

 Clockmaker

 Dawn


First Night

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Other Nights


Dawn 

Fortune Teller 

Empath 

Grandmother 

Tinker 

Professor 

Gossip 

Godfather 

Assassin 

Al-Hadikhia 

No Dashii 

Po 

Shabalo 

Witch 

Monk 

Snake Charmer 

Gambler 

Amnesiac 

Philosopher 

Dusk 