


















# Blunt Force Beckoning






TOWNSFOLK

	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	King	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	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.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	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.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]




## 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.
	Sweetheart	When you die, 1 player is drunk from now on.
	Plague Doctor	If you die, the Storyteller gains a not-in-play Minion ability.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

## MINIONS

	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Psychopath	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
	Organ Grinder	All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.
	Vizier	All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

## DEMONS

	Leech	Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.
	Shabaloith	Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.
	Al-Hadikhia	Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

 Philosopher

 Minion info

 Demon info

 King

 Leech

 Snake Charmer

 Fearmonger

 Pixie

 Amnesiac

 Fortune Teller

 Grandmother

 Dreamer



 Balloonist



 Dawn

 Vizier

# First Night

## Blunt Force Beckoning

  If the Plague Doctor dies, a living Minion gains the Fearmonger ability in addition to their own ability, and learns this.

  The Vizier wakes with the Fearmonger, learns who they choose and cannot choose to immediately execute that player.

### Recommended Fabled




## Blunt Force Beckoning


# Other Nights


Dawn 


King 

Balloonist 

Dreamer 

Fortune Teller 

Grandmother 


Amnesiac 

Choirboy 


Sweetheart 

Gossip 


Leech 

Al-Hadikhia 

Shabalo 

Fearmonger 

Pit-Hag 

Snake Charmer 

Inkkeeper 

Philosopher 

Dusk 