

# Tunnel Vision

by dunno

TOWNSFOLK

## Steward



You start knowing 1 good player.

## Chef



You start knowing how many pairs of evil players there are.

## Pixie



You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

## Empath



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

## General



Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

## Balloonist



Each night, you learn a player of a different character type than last night. [+1 or +1 Outsider]

## Flowergirl



Each night\*, you learn if a Demon voted today.

## Recluse



You might register as evil & as a Minion or Demon, even if dead.

## Mutant



If you are "mad" about being an Outsider, you might be executed.

## Poisoner



Each night, choose a player: they are poisoned tonight and tomorrow day.

## Cerenovus



Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

## Pukka



Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

## Imp



Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

## Djinn



Use the Djinn's special rule. All players know what it is.

## Jinxes



If the Cannibal gains the Zealot ability, the Cannibal learns this.

## Fabled



The Recluse might register as the Demon to the Sage.

## Jinxes



If the Marionette thinks that they are the Balloonist, an Outsider might have been added during setup.

OUTSIDERS

MINIONS

DEMONS

FABLED

JINXES



## Monk

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



## Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



## Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



## Amnesiac

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



## Sage

If the Demon kills you, you learn that it is 1 of 2 players.



## Cannibal

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



## Zealot

If there are 5 or more players alive, you must vote for every nomination.



## Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



## Boondandy

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.



## Marionette

You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]



## Vortox

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



## Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]