



Songbirds at Dawn

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TOWNSFOLK



Camper

Each night, choose a player (not yourself): Minions who choose them will be drunk until dawn.



Census Officer

One player begins the game with a Census token. Each night, learn the character type of the player with your token, and then the token moves to their clockwise neighbor.



Bird Watcher

Each night, choose a player (not yourself): you will learn a hint about their role.



Consultant

Each night, you learn a piece of advice for a chosen Townsfolk character.



Falconer

Each night, choose a player: when they die, learn their character.



Ranger

Each night, choose a player. Learn a player they chose. If they chose nobody, or are the Demon, you receive arbitrary info.



Shuttle Driver

Each night, choose a player: learn who they should choose to best help their team.

OUTSIDERS



Cardmaster

You start by choosing an alive player if they die, one player receives false information and another is drunk.



Cop

Learn a statement. If the game ends and the statement is false, your team loses, even if dead.

MINIONS



Disguiser

Each night, choose a player: you will register as them and they will register as you to any Good abilities until dawn. If your chosen person dies at night, you are poisoned until dawn. Otherwise, you are sober.



Poacher

Once per game, at night*, choose a player: they die. You gain their ability.

DEMONS



Sonsam

Each night, choose a player: they gain the "is the demon" token. The player you chose the previous night dies. If you die, the player who "is the demon" becomes the Evil Sonsam. If only three players are alive, or a Sonsam has previously died, your ability is "Each night*, choose a player: they die."



Mikhail

Each night*, choose a player: they die. Once per game, you may also decide to have them register as alive. Good players who choose this player are poisoned.



Mercenary

You start knowing two opposing players, one being the Demon if you are Evil. If the one opposite to your alignment dies, choose two players tonight: they die. If the player of your alignment dies, you die tonight.



Botonist

Each night, choose a player: they might be drunk or poisoned or might be sober.

TRAVELERS



Medic

Each night*, choose a player (not yourself): they live if they were to die tonight.



Hawkeye

Each night*, choose a player: learn a number from 1 to 5 for how severely they lied yesterday. If they told nothing but the truth, you receive arbitrary information.



Rescue Pilot

Each night*, choose a player: everyone (not yourself) who chose them is drunk until dawn.



Coroner

Each night*, choose a dead player: you learn 1 good & 1 evil character, 1 of which is correct. You also learn if they died due to a Good or Evil ability.



Vigilante

Once per game, at night*, choose a player: if not the Demon, they die.



Cryptozoologist

The first night* you are chosen by a Demon, you are safe from the Demon and a Minion dies.



Addict

You have the ability of and believe you are an out-of-play Townsfolk. Townsfolk you choose will be drunk until dusk.



Arms Dealer

Each night*, choose a living player: if they are Evil, someone might die.



Werewolf

Once per game, at night, choose to have all Townsfolk abilities receive false information. If you die, a player permanently receives false information.



Agent

Each night, you learn part of the Grimoire. Your living neighbors might misregister as a different character.



Lionsmane

Each night*, choose a player: they die. If they live, players who choose them might die, even if you are drunk or poisoned.



Vulture

Each night*, a player dies. You gain the ability of players who die to your ability.



Vampire

Once per game, at night*, choose a player: they die. If they live, you may choose again. They will die the next time chosen by a death-inducing ability, even if unable to or the user is drunk or poisoned.