











TOWNSFOLK

- **Investigator** You start knowing that 1 of 2 players is a particular Minion.
- **Clockmaker** You start knowing how many steps from the Demon to its nearest Minion.
- **Empath** Each night, you learn how many of your 2 alive neighbors are evil.
- **Chambermaid** Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
- **Artist** Once per game, during the day, privately ask the Storyteller any yes/no question.
- **Sage** If the Demon kills you, you learn that it is 1 of 2 players.


OUTSIDERS

- **Klutz** When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
- **Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

- **Baron** There are extra Outsiders in play. [+2 Outsiders]
- **Scarlet Woman** If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS

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



Dusk



Minion info



Demon info



Investigator



Empath



Clockmaker



Chambermaid



Dawn

FIRST NIGHT



NO GREATER JOY



JINXES

None available

RECOMMENDED



TRAVELLERS

FABLED

None available

None available



STHGIN OR



Dawn



Chambermaid



Empath



Sage



Imp



Scarlet Woman



Dusk