

TOWNSFOLK



Washerwoman You start knowing that 1 of 2 players is a particular Townsfolk.



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.



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.



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



Seamstress Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

OUTSIDERS



Hermit You have all Outsider abilities. [-0 or -1 Outsider]



Drunk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Tinker You might die at any time.

MINIONS



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



Summoner You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

DEMONS



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



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



Dusk



Minion info



Summoner



Demon info



Marionette



Pukka



Washerwoman



Empath



Fortune Teller



Clockmaker



Seamstress



Dawn

FIRST

NIGHT



A CLOCKWORK INSANITY...



JINXES



If the Summoner is in play, the Clockmaker does not receive their information until a Demon is created.



The Marionette neighbors the Summoner. The Summoner knows who the Marionette is.



The Summoner may choose a player to become the Pukka on the 2nd night.



STHGINR EHTO

RECOMMENDED



TRAVELLERS

None available

FABLED



Sentinel



Djinn

Dawn



Seamstress



Fortune Teller



Empath



Tinker



Vortex



Pukka



Summoner



Dusk

