



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.



**Dreamer** Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



**Courtier** Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



**Slayer** Once per game, during the day, publicly choose a player: if they are the Demon, they die.



**Mayor** If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



**Lunatic** You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Itz When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINIONS

OUTSIDERS



Spy Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Scarlet Woman If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

**DEMONS** 



Vortox

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



Dusk



**Barista** 



Minion info

F

I

R

8

N

I

G



Lunatic



Demon info



Courtier



**Empath** 



Clockmaker



Dreamer





Dawn

## RACE TO THE BOTTOM



JINXES

None available



I H D

I

N

R

H



Dawn

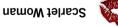


























**TRAVELLERS** 



Barista



**FABLEO** 

Doomsayer





Sentinel



Beggar



Scapegoat



Bishop