

**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.

**Soldier**

You are safe from the Demon.

**Gambler**

Each night\*, choose a player & guess their character: if you guess wrong, you die.

**Sage**

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

**Amnesiac**

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

**Professor**

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.

**Seamstress**

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

**Innkeeper**

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

**Atheist**

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]

**Lvcanthrope**

Each night\*, choose an alive player. If good, they die, but they are the only player that can die tonight.

**Empath**

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

## OUTSIDERS

**Klutz**

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

**Recluse**

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

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

**Plague Doctor**

If you die, the storyteller gains a not-in-play Minion ability.

## MINIONS

**Goblin**

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

**Godfather**

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]

**Evil Twin**

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

**Pit-Hag**

Each night\*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

## DEMONS

**Zombuul**

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

**Al-hadikhia**

Each night\*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

**Leviathan**

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

**Imp**

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

 Minion info

 Demon info

 Godfather

 Evil Twin

 Amnesiac

 Empath

 Fortune Teller

 Seamstress

 Dawn

 Leviathan

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## NEW KIDS ON THE CLOCK

### JINXES



If the Lycanthrope is alive and the Gambler kills themselves at night, no other players can die tonight.



If the Plague Doctor dies, a living Minion gains the Goblin ability in addition to their own ability, and learns this.



The Storyteller cannot gain the Evil Twin ability if the Plague Doctor dies.



If Leviathan nominates and executes the Soldier, the Soldier does not die.



If Leviathan nominates and executes a player the Innkeeper chose, that player does not die.



If Leviathan is in play & the Sage dies by execution, they wake that night to use their ability.

### RECOMMENDED

#### TRAVELLERS

None available

#### FABLED

None available

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Leviathan 


Dawn 

Seamstress 

Fortune Teller 

Empath 

Amnesiac 

Professor 

Sage 

Godfather 

Al-hadikhia 

Zombuul 

Imp 

Lycanthrope 

Pit-Hag 

Gambler 

Innkeeper 

Dusk 