











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

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

MINIONS

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

DEMONS

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