

The Eleventh Hour

TOWNSFOLK



Researcher

You start knowing an in-play Townsfolk. When they die, skip a day.



Conspiracist

On your first day, publicly choose four evil characters: that night, learn how many are in play.



Capsule Maker

On your first night, choose a day number. That day, if alive, you may consult the Storyteller to learn something helpful.



Watchmaker

On your first night, the Demon chooses a player to mark. Each night N, learn the alignment of the player N steps clockwise.



Lab Rat

Each night, if your neighbors are different alignments, skip a day.



Analyst

Each night, learn either the Demon or a player that was responsible for time travel today.



Officer

Each night, choose a living player: if they were responsible for time travelling since dawn, you learn this and reverse the change.



Prescient

Each night*, choose a character: learn whether they died since dawn. The first time the Demon kills you, wake once more: if you choose the Prescient, you are resurrected.



Time Traveller

Once per game, visit the Storyteller to return to the previous day.



Linchpin

After the Demon kills you, one Good and one Evil player might be resurrected.



Speedster

When you nominate an Evil player, skip a day.



Sentry

Each night N, if the player N steps clockwise from you is good, they are safe from evil abilities.



Immortal

Doomsday cannot begin while you live.

OUTSIDERS



Grandfather

When you learn that you died, publicly choose a living player. If they are an Outsider or Minion, your team loses.



Theorist

Each night, choose a number. If it follows a secret rule, skip a day. Once per game, during the day, privately guess that rule: learn if you are correct.



Alien

If you die, the Demon chooses two players: they become new characters of their type but do not learn this.



Butterfly

Once per game, a player "mad" that you are an Outsider might become evil.

MINIONS



Looper

Each night, choose two neighboring players: they receive the previous night's information (if any).



Anomaly

Each night, choose a player: they misregister to everything tonight. If they are executed tomorrow, skip a day.



Inhibitor

You start knowing which players might cause time travel. Each night, choose a player to suppress.



Reality Tear

If you are executed, skip to Doomsday.

DEMONS



The Harbinger

Each night*, choose a player: they die. You may also choose to skip a day. DOOMSDAY: Choose two players instead.



The Unraveled

Each night*, choose a player: they die. [+1 Outsider] DOOMSDAY: Good players gain the Grandfather ability (all players learn this)..



The Observer

Each night*, choose a player that voted yesterday: they die. At dusk, if nobody voted, evil wins. DOOMSDAY: All Townsfolk are poisoned.



The Infinite

Each night*, choose a player: they die. One of your living good neighbors is poisoned (you learn who). DOOMSDAY: Each dusk, skip backwards. If your poisoned player is executed, evil wins.

FABLED



The Clocktower

Each dawn, the Storyteller announces the current day number. If the day number has exceeded the number of living players, the Demon's Doomsday ability activates.