

# 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.

## 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.

## 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.

## 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 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.



### 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.



### 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.



### 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.



### 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