

# Race to the Bottom

## 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.



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



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



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

## OUTSIDERS



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



**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.)



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

## DEMONS



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

 Minion info

 Lunatic

 Demon info

 Courtier

 Empath

 Clockmaker

 Dreamer

 Spy

 Dawn

*First Night*  
↩

*Race to the Bottom*

Recommended Fabled



Dawn 


Spy 

Dreamer 

Empath 

Vortex 

Lunatic 

Scarlet Woman 

Courtier 

Dusk 

*Race to the Bottom*

↪  
*Other Nights*