



















	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Undertaker	Each night*, you learn which character died by execution today.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many wake tonight due to their character ability.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Dreamer	Each night, choose a player (not yourself): you learn 1 good & 1 evil character, 1 of which is correct.
	Courtier	Once per game, at night, choose a character: they are poisoned for 3 nights & 3 days.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is 1 good player that registers falsely to you.
	Grandmother	You start knowing a good player & character. If the Demon kills them, you die too.





OUTSIDERS

	Lunatic	You think you are a Demon, but your abilities malfunction. The Demon knows who you are & who you attack.
	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Acrobat	Each night*, if either good living neighbor is drunk or poisoned, you die.

MINIONS

	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	Godfather	You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Mastermind	If the Demon dies by execution, play for one more day. If a player is then executed, their team loses.
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMONS

	Leviathan	If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.
	Shabaloth	Each night*, choose 2 players: they die. A dead player you attacked last night might be regurgitated.
	Vortex	Each night*, choose a player: they die. Good abilities yield false information. Each day, if no-one is executed, evil wins.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider chosen becomes an evil Fang Gu & you die instead. [+1 Outsider]

 Minion info

 Lunatic

 Demon info

 Amnesiac

 Courtier

 Godfather

 Witch

 Cerenovus

 Fortune Teller

 Grandmother

 Clockmaker

 Dreamer



 Chambermaid



 Dawn



 Leviathan



First Night



Chris' Startup

  If the Mutant causes a second execution, the Undertaker learns either one or both executed characters (Storyteller's choice).

  If the Cerenovus causes a second execution, the Undertaker learns either one or both executed characters (Storyteller's choice).

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

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

  If Leviathan is in play & no execution occurs on day 5, good wins.

Recommended Travellers



Recommended Fabled





Leviathan 


Dawn 


Chambermaid 

Dreamer 


Undertaker 

Fortune Teller 

Ravenkeeper 

Grandmother 

Acrobat 

Godfather 

Vortex 

Fang Gu 


Shabalo 

Lunatic 

Cerenovus 

Witch 

Monk 

Courtier 

Amnesiac 

Dusk 

Chris' Startup

Other Nights