

Catacombs

TOWNSFOLK



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.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Oracle

Each night*, you learn how many dead players are evil.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.

OUTSIDERS



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Lunatic

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

MINIONS



Cerenovus

Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.



Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMONS



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

 Minion info

 Lunatic

 Demon info

 Widow

 Snake Charmer

 Cerenovus

 Empath

 Dreamer

 Dawn

First Night
↩

Catacombs

Recommended Fabled




Dawn 


Oracle 

Dreamer 

Empath 

Vigormortis 

Lunatic 

Cerenovus 

Monk 

Snake Charmer 

Dusk 

Catacombs

↪
Other Nights