











TOWNSFOLK

	Chef	You start knowing how many pairs of evil players there are.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.

OUTSIDERS

	Saint	If you die by execution, your team loses.
	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk.You become their alignment.

MINIONS

	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.

DEMONS

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



Minion info



Demon info



Poisoner



Devil's Advocate



Chef



Empath



Chambermaid



Dawn

FIRST NIGHT



VIGORMORTIS HIGH SCHOOL



JINXES

None available



STHGIN OTHOR

RECOMMENDED



TRAVELLERS

FABLED

None available

None available

Dawn



Chambermaid



Empath



Ravenkeeper



Vigormortis



Devil's Advocate



Monk



Poisoner



Dusk

