



Chef You start knowing how many pairs of evil players there are.



Empath Each night, you learn how many of your 2 alive neighbors are evil.



Chambermaid Each night, choose 2 alive players (not yourself): you learn how many wake tonight due to their character ability.



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.



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

OUTSIDERS



Saint If you are executed, your team loses.



Goon Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

MINIONS



Poisoner Each night, choose a player: their ability malfunctions tonight and tomorrow day.



Devil's Advocate Each night, choose a living player (not the same as last night): if executed tomorrow, they don't die.


DEMONS



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

 Minion info

 Demon info

 Poisoner

 Devil's Advocate

 Chef

 Empath

 Chambermaid

 Dawn

First Night

Vigormortis High Schoo...


Recommended Fabled





 Dawn

 Chambermaid


 Empath

 Ravenkeeper

 Vigormortis

 Devil's Advocate

 Monk

 Poisoner

 Dusk

Vigormortis High Schoo...

Other Nights