




















	Chef	You start knowing how many pairs of evil players there are.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	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.
	Undertaker	Each night*, you learn which character died by execution today.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Soldier	You are safe from the Demon.
	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.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.


OUTSIDERS

	Ogre	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Saint	If you die by execution, your team loses.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Evil Twin	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Baron	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
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-  Dusk
-  Minion info
-  Demon info
-  Poisoner
-  Evil Twin
-  Washerwoman
-  Librarian
-  Investigator
-  Chef
-  Empath
-  Dreamer
-  Bounty Hunter
-  Ogre
-  Dawn

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ABSTRACT LEGACY - 1....



JINXES



If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.



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RECOMMENDED



TRAVELLERS

None available

FABLED

None available

-  Dusk
-  Poisoner
-  Monk
-  Scarlet Woman
-  Imp
-  Ravenkeeper
-  Empath
-  Undertaker
-  Dreamer
-  Bounty Hunter
-  Dawn