



















	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	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.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	King	Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.
	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.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.



OUTSIDERS

	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Saint	If you die by execution, your team loses.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Xaan	On night X, all Townsfolk are poisoned until dusk. [X Outsiders]
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	Al-Hadikhia	Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Dusk



Poppy Grower



Magician



Minion info



Lunatic



Demon info



King



Marionette



Xaan



Poisoner



Pixie



Washerwoman



Empath



Dreamer



Bounty Hunter



High Priestess



Dawn

FIRST

NIGHT



ABSTRACT LEGACY V1.5



JINXES



If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.



When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.



STHGIN

REHTO

Dawn



High Priestess



Bounty Hunter



King



Dreamer



Undertaker



Empath



Ravenkeeper



Choirboy



Al-Hadikhia



Vortex



Lunatic



Pit-Hag



Poisoner



Xaan



Poppy Grower



Dusk



RECOMMENDED



TRAVELLERS

None available

FABLED

None available