

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



**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.



**High Priestess** Each night, learn which player the Storyteller believes you should talk to most.



**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.



Alsaahir Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



**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.



**Magician** The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDERS



**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.



**Politician** If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS



Godfather You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



**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.



**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.



Dusk



Magician



Minion info



**Demon info** 



**Poisoner** 



Godfather



Washerwoman



Librarian



Chef



**Empath** 



Dreamer



**Bounty Hunter** 



**High Priestess** 



Dawn

## **ABSTRACT LEGACY V1.2**



## JINXES



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





## RECOMMENDED



TRAVELLERS

**FABLEO** 

None available

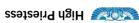
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Dawn



















**К**аvenkeeper















Dusk

