

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.



Balloonist Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



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.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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.



Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.





You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]



Vortox

Marionette

Pit-Hag

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMONS



You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Lord of Typhon Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Washerwoman

Empath

Dreamer

Balloonist

Dawn

Bounty Hunter



ABSTRACT LEGACY V1.6



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.





If the Marionette thinks that they are the Balloonist, +1 Outsider might have been











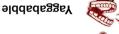


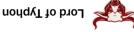


























Poppy Grower









TRAVELLERS

FABLED

None available

None available