






















TOWNSFOLK

| | | |
|--|----------------------|--|
|  | 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. |
|  | 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. |
|  | 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. |
|  | Magician | The Demon thinks you are a Minion. Minions think you are a Demon. |


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



Evil Twin



Washerwoman



Librarian



Chef



Empath



Dreamer



Bounty Hunter



Ogre



Dawn

FIRST

NIGHT



ABSTRACT LEGACY V1.2



JINXES



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



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

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STIGHNETH



Dawn



Bounty Hunter



Dreamer



Undertaker



Empath



Ravenkeeper



Imp



Pit-Hag



Monk



Poisoner



Dusk

