






















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.
	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.
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-  Dusk
-  Magician
-  Minion info
-  Demon info
-  Poisoner
-  Godfather
-  Washerwoman
-  Librarian
-  Chef
-  Empath
-  Dreamer
-  Bounty Hunter
-  High Priestess
-  Dawn

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ABSTRACT LEGACY V1.2



JINXES



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



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RECOMMENDED




TRAVELLERS

None available

FABLED

None available

-  Dawn
-  High Priestess
-  Bounty Hunter
-  Dreamer
-  Undertaker
-  Empath
-  Ravenkeeper
-  Godfather
-  Imp
-  Pit-Hag
-  Monk
-  Poisoner
-  Dusk