






















## TOWNSFOLK

	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Washerwoman</b>	You start knowing that 1 of 2 players is a particular Townsfolk.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Bounty Hunter</b>	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbors are evil.
	<b>High Priestess</b>	Each night, learn which player the Storyteller believes you should talk to most.
	<b>Dreamer</b>	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	<b>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Alsaahir</b>	Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	<b>Magician</b>	The Demon thinks you are a Minion. Minions think you are a Demon.


## OUTSIDERS

	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Saint</b>	If you die by execution, your team loses.
	<b>Politician</b>	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## MINIONS

	<b>Godfather</b>	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Pit-Hag</b>	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]

## DEMONS

	<b>Imp</b>	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

FIRST

NIGHT



## ABSTRACT LEGACY V1.3



### JINXES



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



STHGIN OR

### RECOMMENDED









#### TRAVELLERS

None available

#### FABLED

None available

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