



















	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.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Mastermind	If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMONS

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

-  Dusk
-  Lord of Typhon
-  Poppy Grower
-  Yaggababble
-  Magician
-  Minion info
-  Lunatic
-  Demon info
-  King
-  Marionette
-  Poisoner
-  Pixie
-  Washerwoman
-  Empath
-  Dreamer
-  Balloonist
-  Bounty Hunter
-  Dawn







FIRST NIGHT



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 added.

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STIGHNORTH



-  Dusk
-  Poppy Grower
-  Poisoner
-  Pit-Hag
-  Lunatic
-  Vortex
-  Lord of Typhon
-  Yaggababble
-  Choirboy
-  Empath
-  Undertaker
-  Dreamer
-  Jugler
-  Balloonist
-  King
-  Bounty Hunter
-  Dawn