ТООСИЕ У СО

por Crowley

King

Gambler 🕸

guess wrong, you die.

Lycant hrope 🤏

true, a player dies.



Chef

You start knowing how many pairs of evil players there are.



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Preacher M

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Amnesiac

Gossip

Minstrel When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

what it is: you learn how accurate you are.

you change alignment & win, even if dead.

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.

Each night*, choose a player & guess their character: if you

Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.

Each day, you may make a public statement. Tonight, if it was

You do not know what your ability is. Each day, privately guess



On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Politician 🎮

Heretic

Whoever wins, loses & whoever loses, wins, even if you are

If you were the player most responsible for your team losing,



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Marionette 💩

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Vizier 🎺 🥙

All players know you are the Vizier. You can not die during the day. If good voted, you may choose to execute immediately.



Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vigormort is

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Kazali 🕅

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Vort ox

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





ТООСИЕ У СО

EMBRUJOS



El Política puede aparecer como malo para el Visir.



Si la Licántropo está viva y la Tahúr se mata esta noche, no puede haber más muertes.



Si Kazali elige crear a {una*} Marioneta, debe elegir a un de sus vecinos.



Si la Visir pierde su habilidad, lo sabe. Si la Visir es ejecutada mientras tiene su habilidad, su equipo gana.











Кеу







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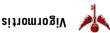
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FÁBULAS



RECOMENDACIONES

VIAJEROS

Spirit of Ivory



Storm Catcher