

TOUCHE Y CO

por Crowley

ALDEANAS



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.



Pixie

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

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.



King

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



Gambler

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



Lycanthrope

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



Gossip

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



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Minstrel

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

FORASTERAS



Ogre

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

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Heretic

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

ESBIRROS



Mezephales

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



Psychopath

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



Marionette

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



Vizier

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

DEMONIAS



Imp

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



Kazali

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



Vigormortis

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



Vortex

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

- Crepúsculo
- Kazali
- Esbirros
- Demonio
- Rey
- Marioneta
- Predicador
- Encanta-serpientes
- Mezepheles
- Lunático
- Duendecilla
- Amnésica
- Cocinera
- Abuelo
- Tonto del pueblo
- Ogro
- Suma sacerdotisa
- Visir
- Amanecer

PRIMERA



NOCHE



TOUCHE Y CO



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.

RECOMENDACIONES

VIAJEROS

FÁBULAS

- Spirit of Ivory
- Storm Catcher

SE HAN CANCELADO LAS TARJETAS

- Crepúsculo
- Predicadora
- Tahúr
- Encanta-serpientes
- Mezepheles
- Lunático
- Licántropo
- Diabliia
- Vortex
- Vigormortís
- Kazali
- Chismoso
- Amnésico
- Abuela
- Tonto del pueblo
- Rey
- Suma sacerdotisa
- Amanecer