






















	<b>High Priestess</b>	Each night, learn which player the Storyteller believes you should talk to most.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. <b>[+0 or +1 Outsider]</b>
	<b>General</b>	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	<b>Preacher</b>	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Mathematician</b>	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	<b>Cult Leader</b>	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	<b>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	<b>Huntsman</b>	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. <b>[+the Damsel]</b>
	<b>Alchemist</b>	You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	<b>Banshee</b>	Si la <b>Demonia</b> te mata, todas las jugadoras lo saben. A partir de ahora, puedes nominar 2 veces por día y votar 2 veces por nominación.
	<b>Poppy Grower</b>	Minions & Demons do not know each other. If you die, they learn who each other are that night.




FORASTERAS

	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	<b>Barber</b>	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
	<b>Mutant</b>	"If you are ""mad"" about being an Outsider, you might be executed."
	<b>Damsel</b>	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
	<b>Puzzlemaster</b>	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

ESBIRRAS

	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Cerenovus</b>	"Each night, choose a player & a good character: they are ""mad"" they are this character tomorrow, or might be executed."
	<b>Marionette</b>	You think you are a good character, but you are not. The Demon knows who you are. <b>[You neighbor the Demon]</b>
	<b>Organ Grinder</b>	All players keep eyes closed when voting & the vote tally is secret. Each night, choose if you are drunk until dusk or not.
	<b>Boffin</b>	The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONIAS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Ojo</b>	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. <b>[-1 Outsider]</b>

-  Crepúsculo
-  Barista
-  Thief
-  Philosopher
-  Poppy Grower
-  Preacher
-  Poisoner
-  Snake Charmer
-  Organ Grinder
-  Boffin
-  Cerenovus
-  Lunatic
-  Esbirros
-  Alchemist
-  Demonio
-  Marionette
-  Huntsman
-  Damsel
-  Amnesiac
-  Balloonist
-  Cult Leader
-  High Priestess
-  General
-  Mathematician
-  Amanecer

# PRIMERA NOCHE



## ENTERTAIN THE TELLER



### EMBRUJOS

-   El Matemático sabe si el Lunático ataca a jugadores diferentes a los del Demonio.
-   Si la Cannibal se come a la Poppy Grower y después muere o pierde la habilidad de Poppy Grower, la Demonia y las Esbirras se conocen esa noche.
-   Cuando el Poppy Grower muere, el Demonio sabe quién es la Marionette pero la Marionette no descubre nada.
-   Si la Marionette cree que es el Balloonist, se puede añadir +1 Forastero.
-   La Marionette no sabe que la Damsel está en juego.
-   Si la Marionette cree que es el Huntsman, se añade la Damsel.
-   Si el Demonio tiene la habilidad de Cult Leader, no puede volverse malo por esa habilidad.
-   Si la Alchemist tiene la habilidad de Boffin, la Alchemist no sabe qué habilidad tiene la Demonia.

### RECOMENDACIONES




























#### VIAJEROS

-  Thief
-  Barista
-  Butcher
-  Beggar
-  Gnome

#### FÁBULAS

# SEMI-CONTRACTAS



-  Amanecer
-  Mathematician
-  General
-  High Priestess
-  Cult Leader
-  Balloonist
-  Amnesiac
-  Damsel
-  Huntsman
-  Banshee
-  Barber
-  Ojo
-  Vigormortis
-  Imp
-  Lunatic
-  Cerenovus
-  Organ Grinder
-  Snake Charmer
-  Poisoner
-  Preacher
-  Poppy Grower
-  Philosopher
-  Thief
-  Barista
-  Crepúsculo