FORASTERAS

ESBIRROS

DEMONIAS



Noble Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Chef Chef

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



Washerwoman Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Librarian Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Empath Empath

Each night, you learn how many of your 2 alive neighbors are evil.



Fortune Teller Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to vou.



Monk Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Slayer Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Soldier Soldier

You are safe from the Demon.



Ravenkeeper Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Virgin Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Mayor Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



0gre Ogre <u>څ</u> 🔌 On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Saint Saint

If you die by execution, your team loses.



Recluse Recluse

You might register as evil & as a Minion or Demon, even if dead.



Drunk

Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Poisoner Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Spy Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Baron Baron

There are extra Outsiders in play. [+2 Outsiders]



Scarlet Woman Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Marionette

Marionette

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



Imp Imp

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



P R M E R A E





HALF BAKED

EMBRUJOS

Ogre, el Ogre sabe que es malo.

El Spy aparece como malo para el Ogre.

Si el Recluse aparece como malo para el

















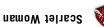






















Crepúsculo



RECOMENDACIONES