




















	Noble <i>Noble</i>	You start knowing 3 players, 1 and only 1 of which is evil.
	Chef <i>Chef</i>	You start knowing how many pairs of evil players there are.
	Washerwoman <i>Washerwoman</i>	You start knowing that 1 of 2 players is a particular Townsfolk.
	Librarian <i>Librarian</i>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Empath <i>Empath</i>	Each night, you learn how many of your 2 alive neighbors are evil.
	Fortune Teller <i>Fortune Teller</i>	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Monk <i>Monk</i>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Slayer <i>Slayer</i>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Soldier <i>Soldier</i>	You are safe from the Demon.
	Ravenkeeper <i>Ravenkeeper</i>	If you die at night, you are woken to choose a player: you learn their character.
	Virgin <i>Virgin</i>	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	Cannibal <i>Cannibal</i>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Mayor <i>Mayor</i>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.


FORASTERAS

	Ogre <i>Ogre</i>	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	Saint <i>Saint</i>	If you die by execution, your team loses.
	Recluse <i>Recluse</i>	You might register as evil & as a Minion or Demon, even if dead.
	Drunk <i>Drunk</i>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

ESBIRROS

	Poisoner <i>Poisoner</i>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Spy <i>Spy</i>	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Baron <i>Baron</i>	There are extra Outsiders in play. [+2 Outsiders]
	Scarlet Woman <i>Scarlet Woman</i>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)
	Marionette <i>Marionette</i>	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONIAS

	Imp <i>Imp</i>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
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-  Crepúsculo
-  Esbirros
-  Demonio
-  Marionette
-  Poisoner
-  Washerwoman
-  Librarian
-  Chef
-  Empath
-  Fortune Teller
-  Noble
-  Spy
-  Ogre
-  Amanecer

PRIMERA NOCHE



HALF BAKED



EMBRUJOS



El Spy aparece como malo para el Ogre.



Si el Recluse aparece como malo para el Ogre, el Ogre sabe que es malo.



SEHCONSTRAS

RECOMENDACIONES



VIAJEROS

FÁBULAS

-  Crepúsculo
-  Poisoner
-  Monk
-  Scarlet Woman
-  Imp
-  Ravenkeeper
-  Empath
-  Fortune Teller
-  Spy
-  Amanecer