I WANT TO BELIEVE

por Gornnak

Innkeeper (Innkeeper)

drunk until dusk.

Gossip (Gossip)

true, a player dies.

Slayer (Slayer) 4

their character.

Fool (Fool)

Barber (Barber)

Banshee (Banshee)

they are the Demon, they die.

Ravenkeeper (Ravenkeeper)

Each night*, choose 2 players: they can't die tonight, but 1 is

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

Once per game, during the day, publicly choose a player: if

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

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Knight (Knight)

You start knowing 2 players that are not the Demon.



Noble (Noble)

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



Clockmaker (Clockmaker)

You start knowing how many steps from the Demon to its nearest Minion.



Sailor (Sailor)

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Balloonist (Balloonist)

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Village Idiot (Village Idiot)

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



Town Crier (Town Crier)

Each night*, you learn if a Minion nominated today.



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



Lunatic (Lunatic)

poisoned.

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



(not another Demon) to swap characters.

The first time you die, you don't.

Puzzlemaster (Puzzlemaster) 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.

If you died today or tonight, the Demon may choose 2 players



Cerenovus (Cerenovus)

"Each night, choose a player & a good character: they are ""mad"" they are this character tomorrow, or might be executed."



Marionette (Marionette)

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



Assassin (Assassin)

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Organ Grinder (Organ Grinder)

All players keep eyes closed when voting & the vote tally is secret. Each night, choose if you are drunk until dusk or not.



No Dashii (No Dashii)

Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



Po (Po)

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



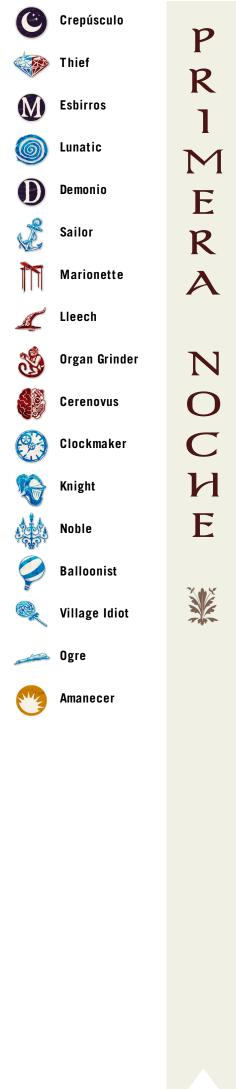
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Lleech (Lleech) 🗡

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.





I WANT TO BELIEVE



EMBRUJOS

RECOMENDACIONES

VIAJEROS

Thief

Butcher

Deviant

Scapegoat

Bone Collector

FÁBULAS

Hell's

Librarian



Si la Marioneta cree que es el Aeronauta, se puede añadir +1 Forastero.





Si el Exterminador dispara al huésped de Lleech, el huésped muere.







Balloonist













Barber









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lunkeeper













