

I WANT TO BELIEVE

por Gornnak



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.



Ballooning (*Ballooning*)

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.



Innkeeper (*Innkeeper*)

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



Gossip (*Gossip*)

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



Slayer (*Slayer*)

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



Ravenkeeper (*Ravenkeeper*)

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



Banshee (*Banshee*)

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



Fool (*Fool*)

The first time you die, you don't.



Ogre (*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 (*Lunatic*)

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



Barber (*Barber*)

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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.



Cerenovus (*Cerenovus*)

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



Assassin (*Assassin*)

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



Marionette (*Marionette*)

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



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 Townfolk neighbors are poisoned.



Imp (*Imp*)

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




















Po (*Po*)

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



Leech (*Leech*)

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

- Crepúsculo
- Thief
- Esbirros
- Lunatic
- Demonio
- Sailor
- Marionette
- Lleech
- Organ Grinder
- Cerenovus
- Clockmaker
- Knight
- Noble
- Balloonist
- Village Idiot
- Ogre
- Amanecer





PRIMERA NOCHE



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EMBRUJOS

- Si la Marioneta cree que es el Aeronauta, se puede añadir +1 Forastero.
- Si el Exterminador dispara al huésped de Lleech, el huésped muere.

RECOMENDACIONES



- VIAJEROS

Thief

Butcher

Bone Collector












Deviant

Scapegoat
- FÁBULAS

Hell's Librarian



SEHCONSAKTOR

- Crepúsculo
- Thief
- Bone Collector
- Sailor
- Inkkeeper
- Organ Grinder
- Cerenovus
- Lunatic
- Imp
- Po
- No Dash!!
- Lleech
- Assassin
- Gossip
- Barber
- Banshee
- Ravenkeeper
- Town Crier
- Balloonist
- Village Idiot
- Amanecer