

INFORMACIÓN FRESCA

por Crowley



Chef

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



Gossip

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Cannibal

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Lunatic

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



Tinker

You might die at any time.



Drunk

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



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Po

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



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Riot

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

ALDEANOS

FORASTERAS

ESBIRROS

DEMONIAS

-  Crepúsculo
-  Rata de laboratorio
-  Esbirros
-  Cultivadora de opio
-  Demonio
-  Cortesano
-  Padrino
-  Fearmonger
-  Cocinera
-  Costurero
-  Lunática
-  Aeronauta
-  Líder de culto
-  Invocador
-  Suma sacerdotisa
-  Amanecer











P R I M E R A N O C H E



INFORMACIÓN FRESCA



EMBRUJOS

-  Si la Malabarista usa su habilidad el primer día y muere por ejecución, esta noche, la Caníbal viva sabe cuánto acertó la Malabarista.
-  Si la Invocadora convierte a una jugadora muerta en Zombuul, la Narradora lo trata como un Zombuul que ha muerto una vez.
-  Si el Cultivadora de opio está vivo cuando el Invocador actúa, el Invocador elige qué **Demonio**, pero el Narrador elige qué jugador.
-  Si la Invocador está borracha en la tercera noche, la Invocador elige qué **Demonia** pero la Narradora elige qué jugadora.
-  Si el Invocadora crea Riot, todos los **Esbirros** se convierten también en Riot.
-  Los jugadores muertos por nominación cuentan como ejecutados para el Caníbal.
-  Si el **Demonio** fuera a tener la habilidad de Borracho, en vez de eso el Rata de laboratorio elige a un jugador **Aldeano** para tenerla.
-  Si la **Demonia** tiene la habilidad de Líder de culto, no puede volverse **mala** por esa habilidad.
-  Si la Caníbal se come a la Cultivador de opio y después muere o pierde la habilidad de Cultivador de opio, la **Demonia** y las **Esbirras** se conocen esa noche.
-  El **Demonio** no puede tener la habilidad de Político.

RECOMENDACIONES



VIAJEROS

FÁBULAS

S E M C O N Z A R T O

- Amanecer 
- sacerdotisa 
- Sumo 
- culto 
- Lideresa de 
- Aeronauta 
- Malabarista 
- Costurero 
- Chapucero 
- Chismosa 
- Padrina 
- Vortex 
- Po 
- Zombuul 
- Lunático 
- Invocadora 
- Fearmonger 
- Cortesana 
- Cultivador de opio
- Crepúsculo