

FIESTA EN PALACIO

por Crowley



Chef

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



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath

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



Balloonist

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



Village Idiot

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



Monk

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



Acrobat

Each night*, choose a player: if they are or become drunk or poisoned tonight, you die



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Slayer

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



Cannibal

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



Tea Lady

If both your alive neighbors are good, they can't die.



Raventaker

Si mueres por la noche descubres 1 personaje vivo de cada tipo.



Poppy Grower

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



Pacifist

Executed good players might not die.



Drunk

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



Tinker

You might die at any time.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



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.



Poisoner

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



Boffin

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



Marionette

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



Esbirria

No sabes cuál es tu habilidad. Cada día intenta adivinarla en privado y sabes lo cerca que estás.



No Dashii

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



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Kazali

Each night*, choose a player: they die. **[You choose which players are which Minions. -? to +? Outsiders]**



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.

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Crepúsculo

Kazali

Rata de laboratorio

Filósofo

Esbirros

Cultivadora de opio

Demonio

Marioneta

Lleech

Envenenadora

Duendecillo

Esbirrio

Cocinera

Empático

Aeronauta

Tonto del pueblo

Amanecer

PRIMERA

NOCHE



FIESTA EN PALACIO



EMBRUJOS



Si {la*} Marioneta cree que es la Aeronauta, se puede añadir +1 Forastera.



Si la **Demonia** tiene una vecina viva y **Aldeana** o **Forastera** cuando la Doctora de plaga muere, esa jugadora se convierte en {una*} Marioneta {**mala***}. Si ya hay una jugadora **mala** extra, esto no ocurre.



Si la Ejecutor dispara a la huésped de Lleech, la huésped muere.



Si Kazali elige crear a {una*} Marioneta, debe elegir a una de sus vecinas.



Cuando la Cultivador de opio muere, la **Demonia** sabe quién es {la*} Marioneta pero {la*} Marioneta no descubre nada.



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 hay una ficha extra, la Rata de laboratorio puede darle a la **Demonia** la habilidad de Tonto del pueblo.

RECOMENDACIONES



VIAJEROS

FÁBULAS

SEMPER

ARTO



Crepúsculo

Filósofo

Cultivador de opio

Envenenador

Acrobata

Monje

No Dash!!

Ojo

Lleech

Kazali

Esbirria

Chapucero

Raventaker

Empático

Aeronauta

Tonto del pueblo

Amanecer