























ALDEANOS

	Grandmother <i>Grandmother</i>	You start knowing a good player & their character. If the Demon kills them, you die too.
	Balloonist <i>Balloonist</i>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	Noble <i>Noble</i>	You start knowing 3 players, 1 and only 1 of which is evil.
	Shugenja <i>Shugenja</i>	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	Cult Leader <i>Cult Leader</i>	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	Exorcist <i>Exorcist</i>	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	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.
	Innkeeper <i>Innkeeper</i>	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Banshee <i>Banshee</i>	If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.
	Gambler <i>Gambler</i>	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Snake Charmer <i>Snake Charmer</i>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Farmer <i>Farmer</i>	When you die at night, a living good player becomes a Farmer.
	Juggler <i>Juggler</i>	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Mathematician <i>Mathematician</i>	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.




FORASTERAS

	Zealot <i>Zealot</i>	If there are 5 or more players alive, you must vote for every nomination.
	Puzzlemaster <i>Puzzlemaster</i>	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.
	Goon <i>Goon</i>	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Klutz <i>Klutz</i>	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

ESBIRRAS

	Poisoner <i>Poisoner</i>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Widow <i>Widow</i>	On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	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)
	Assassin <i>Assassin</i>	Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMONIOS

	Imp <i>Imp</i>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Fang Gu <i>Fang Gu</i>	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Po <i>Po</i>	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

-  Crepúsculo
-  Bureaucrat
-  Thief
-  Esbirros
-  Demonio
-  Poisoner
-  Widow
-  Snake Charmer
-  Grandmother
-  Noble
-  Balloonist
-  Shugenja
-  Cult Leader
-  Mathematician
-  Amanecer

PRIMERA NOCHE



SPECIALTY COFFEE BREWING



EMBRUJOS



Si la Juggler usa su habilidad el primer día y muere por ejecución, esta noche, la Cannibal viva sabe cuánto acertó la Juggler.



Si la Cannibal gana la habilidad de la Zealot, la Cannibal lo sabe.



Si Fang Gu elige un Forastero y muere, la Scarlet Woman no se convierte en Fang Gu.

RECOMENDACIONES



VIAJEROS



Scapegoat



Gunslinger



Beggar



Bureaucrat
























Thief

FÁBULAS



Espíritu de marfil

SEMPER PARAT O

-  Crepúsculo
-  Bureaucrat
-  Thief
-  Poisoner
-  Inkkeeper
-  Gambler
-  Snake Charmer
-  Scarlet Woman
-  Exorcist
-  Imp
-  Po
-  Fang Gu
-  Assassin
-  Banshee
-  Farmer
-  Grandmother
-  Juggler
-  Balloonist
-  Cult Leader
-  Mathematician
-  Amanecer