

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



**Grandmother** You start knowing a good player & their character. If the Demon kills them, you die too.



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



**Exercist** Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



**Gambler** Each night\*, choose a player & guess their character: if you guess wrong, you die.



**Dreamer** Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



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



**Lycanthrope** Each night\*, choose an alive player. If good, they die, but they are the only player that can die tonight.



Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Virgin The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



**Fool** The 1st time you die, you don't.



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



Amnesiac You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

OUTSIDERS



**Recluse** You might register as evil & as a Minion or Demon, even if dead.



Drunk

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



**Plague Doctor** If you die, the storyteller gains a not-in-play Minion ability.



**Mutant** If you are "mad" about being an Outsider, you might be executed.

MINIONS



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



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



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



Witch Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

**DEMONS** 



**Leviathan** If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.



Yaggababble You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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.



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





**Snake Charmer** 





**Empath** 



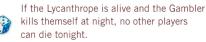


## INVOCACIONES Y EXORC...



## JINXES







F

If the Exorcist chooses the Yaggababble, the Yaggababble ability does not kill





















Grandmother



Amnesiac



Godfather

Gossip



nissassA



Yaggabable



ГІЄССЬ



dwj



**T**Acsuthrope



Exorcist



Summoner



Witch



Snake Charmer



Gambler

Dusk







**TRAVELLERS** 

**FABLED** 

None available

None available