



















	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Grandmother</b>	You start knowing a good player & their character. If the Demon kills them, you die too.
	<b>Pixie</b>	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	<b>Exorcist</b>	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	<b>Gambler</b>	Each night*, choose a player & guess their character: if you guess wrong, you die.
	<b>Dreamer</b>	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbors are evil.
	<b>Lycanthrope</b>	Each night*, choose an alive player. If good, they die, but they are the only player that can die tonight.
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Virgin</b>	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	<b>Fool</b>	The 1st time you die, you don't.
	<b>Gossip</b>	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.





## OUTSIDERS

	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Plague Doctor</b>	If you die, the storyteller gains a not-in-play Minion ability.
	<b>Mutant</b>	If you are "mad" about being an Outsider, you might be executed.

## MINIONS

	<b>Summoner</b>	You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]
	<b>Assassin</b>	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	<b>Godfather</b>	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

## DEMONS

	<b>Leviathan</b>	If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.
	<b>Yaggababble</b>	You start knowing a secret phrase. For each time you said it publicly today, a player might die.
	<b>Leech</b>	Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.
	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

-  Dusk
-  Yaggababble
-  Minion info
-  Summoner
-  Demon info
-  Leech
-  Snake Charmer
-  Godfather
-  Witch
-  Pixie
-  Amnesiac
-  Chef
-  Empath
-  Grandmother
-  Dreamer
-  Dawn
-  Leviathan





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# INVOCACIONES Y EXORC...

## JINXES

-   If the Lycanthrope is alive and the Gambler kills themselves at night, no other players can die tonight.
-   If the Exorcist chooses the Yaggababble, the Yaggababble ability does not kill tonight.

## RECOMMENDED




### TRAVELLERS

None available

### FABLED

None available

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