



















	Chef	You start knowing how many pairs of evil players there are.
	Knight	You start knowing 2 players that are not the Demon.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Cult Leader	Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Courtier	Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.
	Atheist	The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]
	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.





OUTSIDERS

	Heretic	Whoever wins, loses & whoever loses, wins, even if you are dead.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Shabalothe	Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.
	Zombuul	Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

-  Dusk
-  Poppy Grower
-  Magician
-  Minion info
-  Demon info
-  Marionette
-  Courtier
-  Snake Charmer
-  Amnesiac
-  Chef
-  Knight
-  Balloonist
-  Village Idiot
-  Cult Leader
-  Dawn

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BAILE DE MÁSCARAS

JINXES

  The Baron might only add 1 Outsider, not 2.

  When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.

  If the Marionette thinks that they are the Balloonist, +1 Outsider was added.

RECOMMENDED

TRAVELLERS

None available

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None available

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-  Dusk
-  Poppy Grower
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