

A Provincial Life

by Kaden



TOWNSFOLK



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Village Idiot

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



Flowergirl

Each night*, you learn if a Demon voted today.



Town Crier

Each night*, you learn if a Minion nominated today.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gambler

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

OUTSIDERS



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



Drunk

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

MINIONS



Witch

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMONS



Yaggababble

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



Ojo

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



Lycanthrope

Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



Cannibal

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



Farmer

When you die at night, an alive good player becomes a Farmer.



Tea Lady

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



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Damsel

All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.



Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Leech

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

**Djinn**

Use the Djinn's special rule. All players know what it is.



If the Widow is (or has been) in play, the Damsel is poisoned.

**Gardener**

The Storyteller assigns 1 or more players' characters.

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

**Dusk**

Start the Night Phase.

**Yaggababble**

Choose a secret phrase. Wake the Yaggababble and let them know their secret phrase.

**Minion Info**

If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**Demon Info**

If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**Preacher**

The Preacher chooses a player. ● If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token and the Preacher token.

**LLeech**

The LLeech chooses a player. ●

**Widow**

Show the Grimoire for as long as the Widow needs. The Widow chooses a player. ●

**Evil Twin**

Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.

**Witch**

The Witch chooses a player. ●

**Huntsman**

The Huntsman might choose a player. ● If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the **YOU ARE** info token and their new character token.

**Damsel**

If the Damsel was chosen by the Huntsman, show them the **YOU ARE** info token and their new character token.

**Librarian**

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

**Village Idiot**

Choose a Village Idiot to be drunk. Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Preacher**

The Preacher chooses a player. ● If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token and the Preacher token.

**Innkeeper**

The Innkeeper chooses 2 players. ● ● ●

**Gambler**

The Gambler chooses a player & a character. ●

**Witch**

The Witch chooses a player. ●

**Lycanthrope**

The Lycanthrope chooses a player. ●

**Fang Gu**

The Fang Gu chooses a player. ● If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ●

**Ojo**

The Ojo chooses a character. ●

**LLeech**

The LLeech chooses a player. ●

**Yaggababble**

For each time the Yaggababble said the phrase today, you may choose a player. They die. ●

**Barber**

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

**Huntsman**

The Huntsman might choose a player. ● If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the **YOU ARE** info token and their new character token.

**Damsel**

If the Damsel was chosen by the Huntsman, show them the **YOU ARE** info token and their new character token.

**Farmer**

If the Farmer died tonight, wake an alive good player. Show them the **YOU ARE** info token and a Farmer character token. Replace their previous token with the Farmer token.

**Flowergirl**

Either nod or shake your head.

**Town Crier**

Either nod or shake your head.

**Village Idiot**

Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

**Dawn**

Wait for a few seconds. End the Night Phase.