

# 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.



### Imp

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



### 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.



### Wraith

You may choose to open your eyes at night. You wake when other evil players do.



### 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.



### Ojo

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



### 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.

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.

**Wraith**

Wake the Wraith whenever other evil players wake.

**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. ●

**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.

**Wraith**

Wake the Wraith whenever other evil players wake.

**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. ●

**Imp**

The Imp chooses a player. ● If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.

**Ojo**

The Ojo chooses a character. ●

**Leech**

The Leech 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.