


















# The Red Queen





## TOWNSFOLK

	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	Lycanthrope	Each night*, choose an alive player: if good, they die, but they are the only player that can die tonight.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Town Crier	Each night*, you learn if a Minion nominated today.
	Tea Lady	If both your alive neighbors are good, they can't die.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

## OUTSIDERS

	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	Tinker	You might die at any time.
	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

## MINIONS

	Psychopath	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

## DEMONS

	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
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 Poppy Grower

 Minion info

 Demon info


 Witch

 Pukka

 Investigator

 Fortune Teller

 Seamstress

 Balloonist

 Spy

 Chambermaid

 Dawn

# First Night

## The Red Queen



If the Lycanthrope is alive and the Gambler kills themselves at night, no other players can die tonight.



If the Poppy Grower is in play, the Spy does not see the Grimoire until the Poppy Grower dies.

Dawn 


Chambermaid 


Spy 


Balloonist 

Juggler 

Seamstress 


Town Crier 

Fortune Teller 

Ravenkeeper 


Tinker 

Pukka 

Lycanthrope 

Witch 

Gambler 

Poppy Grower 

Dusk 

## The Red Queen

# Other Nights