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. Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment. Seamstress Ravenkeeper If you die at night, you are woken to choose a player: you learn their character. Each night*, choose a player & guess their character: if you guess wrong, you die. Gambler 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] Each night*, choose an alive player: if good, they die, but they are the only player that can die tonight. Lycanthrope Poppy Grower Minions & Demons do not know each other. If you die, they learn who each other are that night. On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct. Juggler Each night*, you learn if a Minion nominated today. Town Crier 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. If you were the player most responsible for your team losing, you change alignment & win, even if dead. Politician 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

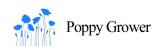
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

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.

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

DEMONS









If the Lycanthrope is alive and the Gambler kills

If the Poppy Grower is in play, the Spy does not

see the Grimoire until the Poppy Grower dies.





themself at night, no other players can die

tonight.





























































Witch



Pukka



Investigator



Fortune Teller



Seamstress



Balloonist



Spy



Chambermaid



Dawn

પાગ્ગાનું, પ્રગાહ માનુ

