



# The Iron Curtain

script by Angelus Morningstar



## Pixie

You start knowing 1 in-play Townsfolk.  
If you were mad that you were this character, you gain their ability when they die.



## General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



## Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



## Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



## Engineer

Once per game, at night, choose which Minions or which Demon is in play.



## 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.



## Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



## Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day & vote twice per nomination.



## Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



## Fool

The 1st time you die, you don't.



## Pacifist

Executed good players might not die.



## Atheist

The Storyteller can break the game rules, & if executed, good wins, even if you are dead. **[No evil characters]**



## Tinker

You might die at any time.



## Barber

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



## Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



## Snitch

Each Minion gets 3 bluffs.



## Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



## Xaan

On night X, all Townsfolk are poisoned until dusk. **[X Outsiders]**



## Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



## Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



## Yaggababble

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



## Kazali

Each night\*, choose a player: they die. **[You choose which players are which Minions. -? to +? Outsiders]**



## Ojo

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



## Fang Gu

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

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



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