# Nigthmare on ravenstreet v1.0.0 *by Natlove*

Djinn

## TOWNSFOLK



### Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



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



### Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



### Empath
Each night, you learn how many of your 2 alive neighbours are evil.



### Oracle
Each night*, you learn how many dead players are evil.



### Nightwatchman
Once per game, at night, choose a player: they learn who you are.



### Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



### Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



### Soldier
You are safe from the Demon.



### 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.



### Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



### Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

## OUTSIDER



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



### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### Saint
If you die by execution, your team loses.



### Zealot
If there are 5 or more players alive, you must vote for every nomination.

## MINION



### Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



### Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



### 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.



### Baron
There are extra Outsiders in play. [+2 Outsiders]

## DEMON



### Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Poppy Grower
6. Poisoner
7. Evil Twin
8. Amnesiac
9. Washerwoman
10. Librarian
11. Empath
12. Nightwatchman
13. Spy
14. D — Dawn

## FABLED, JINXES & LORIC

**Cannibal & Zealot**

If the Cannibal gains the Zealot ability, the Cannibal learns this.

**Spy & Poppy Grower**

If the Poppy Grower has their ability, the Spy does not see the Grimoire.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Poppy Grower
4. Poisoner
5. Al-Hadikhia
6. Amnesiac
7. Ravenkeeper
8. Empath
9. Oracle
10. Nightwatchman
11. Spy
12. D — Dawn

## PLAYER COUNT

| 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 |

# First Night

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| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions. |
| 3 | D | **Demon Info**<br>If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. |
| 4 |  | **Philosopher**<br>The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player. |
| 5 |  | **Poppy Grower**<br>Do not inform the Demon/Minions who each other are |
| 6 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 7 |  | **Evil Twin**<br>Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player. |
| 8 |  | **Amnesiac**<br>Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability. |
| 9 |  | **Washerwoman**<br>Show the character token of a Townsfolk in play. Point to two players, one of which is that character. |
| 10 |  | **Librarian**<br>Show the character token of an Outsider in play. Point to two players, one of which is that character. |
| 11 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 12 |  | **Nightwatchman**<br>The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player. |
| 13 |  | **Spy**<br>Show the Grimoire to the Spy for as long as they need. |
| 14 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

4 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

6 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

7 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

8 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

9 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

10 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

11 **Spy**
Show the Grimoire to the Spy for as long as they need.

12 D **Dawn**
Wait for a few seconds. End the Night Phase.