

TOWNSFOLK



Washerwoman

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Flowergirl

Each night*, you learn if a Demon voted today.



Alchemist

You have a not-in-play Minion ability.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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 and vote twice per nomination.



Tea Lady

If both your alive neighbours are good, they can't die.

OUTSIDER



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Sweetheart

When you die, 1 player is drunk from now on.



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Witch

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



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Boffin

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

DEMON



Kazali

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

Quick Reference

Women's Wrongs — by Kelly

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Widow
- 6  Devil's Advocate
- 7  Witch
- 8  Damsel
- 9  Amnesiac
- 10  Washerwoman
- 11  Grandmother
- 12  Seamstress
- 13  Balloonist
- 14  Cult Leader
- 15  Chambermaid
- 16  Dawn

FABLED, JINXES & LORIC



Alchemist & Boffin

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.



Boffin & Cult Leader

If the Demon has the Cult Leader ability, they can't turn good due to this ability.



Widow & Damsel

If the Widow is (or has been) in play, the Damsel is poisoned.



Alchemist & Widow

An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Devil's Advocate
- 3  Witch
- 4  Scarlet Woman
- 5  Sweetheart
- 6  Damsel
- 7  Amnesiac
- 8  Grandmother
- 9  Flowergirl
- 10  Seamstress
- 11  Balloonist
- 12  Cult Leader
- 13  Chambermaid
- 14  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

Women's Wrongs — by Kelly

1		Dusk Start the Night Phase.
2		Minion Info 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		Demon Info 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		Alchemist Show the Alchemist a not-in-play Minion token
5		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
6		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
8		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
11		Grandmother Show the marked character token. Point to the marked player.
12		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
13		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
14		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Women's Wrongs — by Kelly

1		Dusk Start the Night Phase.
2		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
3		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
4		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
5		Sweetheart Choose a player that is drunk.
6		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
7		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
8		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
9		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
10		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
11		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
12		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
14		Dawn Wait for a few seconds. End the Night Phase.