Uno Dos Tres v1.0.1 *by Collin*

Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



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



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



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Town Crier
Each night*, you learn if a Minion nominated today.



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



Undertaker
Each night*, you learn which character died by execution today.



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



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



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



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



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



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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.



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



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. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Magician
6. Widow
7. Cerenovus
8. Pixie
9. Empath
10. Dreamer
11. Seamstress
12. Noble
13. Dawn

FABLED, JINXES & LORIC

Magician & Widow

When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

Cerenovus & Goblin

The Cerenovus may choose to make a player mad that they are the Goblin.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Cerenovus
4. Al-Hadikhia
5. Ravenkeeper
6. Empath
7. Undertaker
8. Dreamer
9. Town Crier
10. Oracle
11. Seamstress
12. 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**
Start the Night Phase.

2 M **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 D **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 **Philosopher**
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 **Magician**

6 **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.

7 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

8 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

10 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

11 **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.

12 **Noble**
Point to 3 players including one evil player, in no particular order.

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

Other Nights

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1 **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 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

4 **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.

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

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

7 **Undertaker**
If a player was executed today: Show that player's character token.

8 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

9 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

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

11 **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.

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