

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.)



Pixie

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



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.



Undertaker

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



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Nightwatchman

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Amnesiac

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



Farmer

If you die at night, an alive good player becomes a Farmer.



Ravenkeeper

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



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



Drunk

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



Recluse

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Spy

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



Wraith

You may choose to open your eyes at night. You wake when other evil players do.



Boffin

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

DEMON



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Fang Gu

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

Quick Reference

Confirmation trickster — by Pierre

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Mezepheles
- 5  Pixie
- 6  Amnesiac
- 7  Washerwoman
- 8  Librarian
- 9  Dreamer
- 10  Nightwatchman
- 11  Spy
- 12  Dawn

FABLED, JINXES & LORIC

-  **Plague Doctor & Wraith**
If the Storyteller would gain the Wraith ability, a Minion gains it, and learns this.
-  **Boffin & Drunk**
The Demon cannot have the Drunk ability.
-  **Plague Doctor & Spy**
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

FABLED

-  **Spirit of Ivory**
There can't be more than 1 extra evil player.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Mezepheles
- 3  Imp
- 4  Fang Gu
- 5  Vigormortis
- 6  Amnesiac
- 7  Farmer
- 8  Ravenkeeper
- 9  Undertaker
- 10  Dreamer
- 11  Juggler
- 12  Nightwatchman
- 13  Spy
- 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

Confirmation trickster — by Pierre

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		Mezepheles Show the Mezepheles their secret word.
5		Pixie Show the Pixie 1 in-play Townsfolk character token.
6		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
7		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
8		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
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		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Confirmation trickster — by Pierre

1		Dusk Start the Night Phase.
2		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
3		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
4		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
5		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
6		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
7		Farmer If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
8		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
9		Undertaker If a player was executed today: Show that player's character token.
10		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
12		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.
13		Spy Show the Grimoire to the Spy for as long as they need.
14		Dawn Wait for a few seconds. End the Night Phase.