# Trust the Dead? v2.1.0 *by Newt Scamander*

Spirit of Ivory · Djinn

## TOWNSFOLK



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



### 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.



### Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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



### Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



### Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



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



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



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



### Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

## OUTSIDER



### Snitch
Minions start knowing 3 not-in-play characters.



### Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



### Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## MINION



### 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.



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



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



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

## DEMON



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



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



### 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

*Trust the Dead? — by Newt Scamander*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Snitch
6. Lunatic
7. Engineer
8. Preacher
9. Poisoner
10. Widow
11. Pixie
12. Amnesiac
13. Empath
14. Fortune Teller
15. Dreamer
16. Mathematician
17. Dawn

## FABLED, JINXES & LORIC

**Mathematician & Lunatic**

The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

**Scarlet Woman & Fang Gu**

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

**Widow & Poppy Grower**

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

### 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. Poppy Grower
3. Engineer
4. Preacher
5. Poisoner
6. Scarlet Woman
7. Lunatic
8. Imp
9. Fang Gu
10. Vigormortis
11. Amnesiac
12. Farmer
13. Empath
14. Fortune Teller
15. Dreamer
16. Mathematician
17. 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 
**Poppy Grower**
Do not inform the Demon/Minions who each other are

5 
**Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

6 
**Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

7 
**Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

8 
**Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

9 
**Poisoner**
The Poisoner points to a player. That player is poisoned.

10 
**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.

11 
**Pixie**
Show the Pixie 1 in-play Townsfolk character token.

12 
**Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

13 
**Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

14 
**Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

15 
**Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

16 
**Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

# Other Nights

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

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

3 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

4 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

6 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

7 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

8 **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.

9 **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.

10 **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.

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

12 **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.

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

14 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

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

16 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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