Nominal Confirmation v1.3.0 *by Cam*

Ferryman Djinn

TOWNSFOLK



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Empath

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



Dreamer

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



Flowergirl

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



Town Crier

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



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.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Fisherman

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



Cannibal

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



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Recluse

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



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.

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.



Witch

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



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

DEMON



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Kazali

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



Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Vigormortis

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

Quick Reference

Nominal Confirmation — by Cam

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Witch
6. Empath
7. Butler
8. Dreamer
9. Bounty Hunter
10. Spy
11. Dawn

FABLED, JINXES & LORIC

Vortox & Banshee
If the Vortox kills the Banshee, all players learn that the Banshee has died.

Bounty Hunter & Kazali
If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

Cannibal & Butler
If the Cannibal gains the Butler ability, the Cannibal learns this.

Recluse & Sage
The Recluse might register as the Demon to the Sage.

FABLED

Ferryman
On the final day, all dead players regain their vote token.

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Witch
4. Pit-Hag
5. Lycanthrope
6. Vortox
7. Vigormortis
8. Sage
9. Ravenkeeper
10. Empath
11. Dreamer
12. Flowergirl
13. Town Crier
14. Bounty Hunter
15. Butler
16. Spy
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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

5  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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

7  **Butler**
The Butler points to a player. Mark that player as 'Master'.

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

9  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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

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

Other Nights

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1 **Dusk**
Start the Night Phase.

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

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 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

5 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

6 **Vortox**
The Vortox points to a player. That player dies.

7 **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.

8 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

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

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

12 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

13 **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).

14 **Bounty Hunter**
If the known evil player has died, point to another evil player.

15 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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

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