Knowing Me Knowing You v1.0.0 *by Mish Gold*

TOWNSFOLK



Artist

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



Empath

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Juggler

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



Fisherman

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



Philosopher

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

OUTSIDER



Recluse

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



Klutz

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

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.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Imp

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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4.  Philosopher
5.  Marionette
6.  Widow
7.  Empath
8. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2.  Philosopher
3.  Monk
4.  Imp
5.  Empath
6.  Juggler
7. D — 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  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

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

8 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 **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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

4 **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.

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

6 **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.

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