# YOU START KNOWING v2.0.0 *by Hachiski*

Djinn

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



**Knight**
You start knowing 2 players that are not the Demon.



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



**Chef**
You start knowing how many pairs of evil players there are.



**Investigator**
You start knowing that 1 of 2 players is a particular Minion.



**Washerwoman**
You start knowing that 1 of 2 players is a particular Townsfolk.



**Clockmaker**
You start knowing how many steps from the Demon to its nearest Minion.



**Librarian**
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



**Grandmother**
You start knowing a good player & their character. If the Demon kills them, you die too.



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



**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.



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



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



**Acrobat**
Each night*, if either good living neighbour is drunk or poisoned, you die.

## OUTSIDER



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



**Damsel**
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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

## 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.



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



**Evil Twin**
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



**Vizier**
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



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

## DEMON



**Lleech**
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



**No Dashii**
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



**Al-Hadikhia**
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



**Leviathan**
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Magician
6. Snitch
7. Marionette
8. Lleech
9. Widow
10. Evil Twin
11. Mezepheles
12. Pixie
13. Damsel
14. Washerwoman
15. Librarian
16. Investigator
17. Chef
18. Grandmother
19. Clockmaker
20. Noble
21. Bounty Hunter
22. Leviathan
23. Dawn

## FABLED, JINXES & LORIC

**Magician & Vizier**
If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.

**Vizier & Investigator**
The Storyteller doesn't declare the Vizier is in play.

**Leviathan & Grandmother**
If the Leviathan is in play and the Grandchild dies by execution, evil wins.

**Bounty Hunter & Philosopher**
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

**Widow & Damsel**
If the Widow is (or has been) in play, the Damsel is poisoned.

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

**Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

### FABLED

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Mezepheles
4. No Dashii
5. Al-Hadikhia
6. Lleech
7. Acrobat
8. Damsel
9. Grandmother
10. Bounty Hunter
11. Leviathan
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 
**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.

7 
**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.

8 
**Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

9 
**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.

10 
**Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

11 
**Mezepheles**
Show the Mezepheles their secret word.

12 
**Pixie**
Show the Pixie 1 in-play Townsfolk character token.

13 
**Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

14 
**Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

15 
**Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

16 
**Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

17 
**Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

18 
**Grandmother**
Show the marked character token. Point to the marked player.

19 
**Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

20 
**Noble**
Point to 3 players including one evil player, in no particular order.

21 
**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.

22 
**Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

23 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 **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.

4 **No Dashii**
The No Dashii points to a player. That player dies.

5 **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.

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

7 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

8 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

9 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

11 **Leviathan**
Change the Leviathan Day reminder for the next day.

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