Who am I??? v1.0.0 *by Loafeds*

TOWNSFOLK



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



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



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



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



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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

OUTSIDER



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



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

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.

DEMON



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



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Investigator
6. Empath
7. Spy
8. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Fang Gu
4. No Dashii
5. Sage
6. Empath
7. Undertaker
8. Spy
9. 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		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
6		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
7		**Spy** Show the Grimoire to the Spy for as long as they need.
8	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  **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.

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

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

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

7  **Undertaker**
If a player was executed today: Show that player's character token.

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

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