Who Do You Know Here? V2 v1.0.1 *by Ashutosh Jindal*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



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



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



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



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



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



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



Pacifist
Executed good players might not die.



Tea Lady
If both your alive neighbours are good, they can't die.



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



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



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.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



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.



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



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

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Magician
5. Lunatic
6. Marionette
7. Lleech
8. Devil's Advocate
9. Mezepheles
10. Amnesiac
11. Nightwatchman
12. D — Dawn

FABLED, JINXES & LORIC

Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.

Magician & Marionette

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

Plague Doctor & Marionette

If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

Magician & Legion

If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Monk
3. Devil's Advocate
4. Mezepheles
5. Lunatic
6. Legion
7. Fang Gu
8. No Dashii
9. Lleech
10. Barber
11. Amnesiac
12. Nightwatchman
13. 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  **Magician**

5  **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.

6  **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.

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

8  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

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

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

11  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

12 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		**Monk** The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
3		**Devil's Advocate** The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		**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.
5		**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.
6		**Legion** Choose a player, that player dies.
7		**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.
8		**No Dashii** The No Dashii points to a player. That player dies.
9		**Lleech** The Lleech points to a player. That player dies.
10		**Barber** If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
11		**Amnesiac** If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
12		**Nightwatchman** The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
13	D	**Dawn** Wait for a few seconds. End the Night Phase.