WHO IS WHO v1.0.0 *by MESSIAH*

Djinn

TOWNSFOLK



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



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.)



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



Alchemist
You have a not-in-play Minion ability.



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



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



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



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



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



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



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



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. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Preacher
7. Snake Charmer
8. Damsel
9. Librarian
10. Empath
11. Clockmaker
12. Dreamer
13. Noble
14. Dawn

FABLED, JINXES & LORIC

Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Preacher
4. Snake Charmer
5. Scarlet Woman
6. Imp
7. Fang Gu
8. No Dashii
9. Vortox
10. Sage
11. Damsel
12. Empath
13. Dreamer
14. 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		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**Poppy Grower** Do not inform the Demon/Minions who each other are
6		**Preacher** The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7		**Snake Charmer** The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
8		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
10		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
12		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		**Noble** Point to 3 players including one evil player, in no particular order.
14	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

5 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

6 **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.

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

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

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

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

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

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