# I Know What I Know, If You Know What I Mean

v1.0.0 by SummerM

Gardener Sentinel Toymaker Djinn

## TOWNSFOLK



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



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



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



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



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



### Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



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



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



### Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



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



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

## OUTSIDER



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



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



### Mutant
If you are "mad" about being an Outsider, you might be executed.



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

## MINION



### Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



### 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.



### Baron
There are extra Outsiders in play. [+2 Outsiders]

## 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.



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



### Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Poisoner
6. Godfather
7. Amnesiac
8. Investigator
9. Empath
10. Grandmother
11. Dreamer
12. Spy
13. D — Dawn

## FABLED, JINXES & LORIC

**Legion & Politician**
The Politician might register as evil to Legion.

### FABLED

**Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

**Toymaker**
The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

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

### LORIC

**Gardener**
The Storyteller assigns all players' characters.

## OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Poisoner
4. Monk
5. Legion
6. Imp
7. No Dashii
8. Godfather
9. Gossip
10. Amnesiac
11. Grandmother
12. Empath
13. Undertaker
14. Dreamer
15. Spy
16. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Sailor**<br>The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk. |
| 5 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 6 |  | **Godfather**<br>Show each of the Outsider tokens in play. |
| 7 |  | **Amnesiac**<br>Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability. |
| 8 |  | **Investigator**<br>Show the character token of a Minion in play. Point to two players, one of which is that character. |
| 9 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 10 |  | **Grandmother**<br>Show the marked character token. Point to the marked player. |
| 11 |  | **Dreamer**<br>The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct. |
| 12 |  | **Spy**<br>Show the Grimoire to the Spy for as long as they need. |
| 13 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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

5  **Legion**
Choose a player, that player dies.

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

8  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

9  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

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

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

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

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

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

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

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