# Who's Your Daddy? v1.2.0 *by Mevolas Rubenido*

Djinn

## TOWNSFOLK



### Steward
You start knowing 1 good player.



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



### King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



### Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



### Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



### Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



### Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



### Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



### Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



### Soldier
You are safe from the Demon.



### Pacifist
Executed good players might not die.



### Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

## OUTSIDER



### Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### Tinker
You might die at any time.



### 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



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



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



### Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



### Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMON



### Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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



### Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



### Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

# Quick Reference

*Who's Your Daddy? — by Mevolas Rubenido*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Sailor
6. Godfather
7. Devil's Advocate
8. Pukka
9. Huntsman
10. Damsel
11. Balloonist
12. Spy
13. Dawn

## FABLED, JINXES & LORIC

**Mastermind & Vigormortis**

A Mastermind that has their ability keeps it if the Vigormortis dies.

**Spy & Damsel**

If the Spy is (or has been) in play, the Damsel is poisoned.

### FABLED

**Djinn**

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

### RECOMMENDED TRAVELLERS

**Bureaucrat**

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

**Gangster**

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

**Gunslinger**

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

**Thief**

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

**Butcher**

Each day, after the 1st execution, you may nominate again.

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Gambler
4. Devil's Advocate
5. Exorcist
6. Lycanthrope
7. Imp
8. Pukka
9. Shabaloth
10. Vigormortis
11. Godfather
12. Professor
13. Choirboy
14. Huntsman
15. Damsel
16. Tinker
17. Balloonist
18. King
19. Spy
20. 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

*Who's Your Daddy? — by Mevolas Rubenido*

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 
**King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

5 
**Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6 
**Godfather**
Show each of the Outsider tokens in play.

7 
**Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

8 
**Pukka**
The Pukka points to a player. That player is poisoned.

9 
**Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

10 
**Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

11 
**Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

12 
**Spy**
Show the Grimoire to the Spy for as long as they need.

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

# Other Nights

*Who's Your Daddy? — by Mevolas Rubenido*

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 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

6 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

7 **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.

8 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

9 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

10 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

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

12 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

13 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

14 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

16 **Tinker**
The Tinker might die.

17 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

18 **King**
If there are more dead than living, show the King a character token of a living player.

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

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