# We don't talk about God v1.2.0 *by MineX*

Djinn

## TOWNSFOLK



### Steward
You start knowing 1 good player.



### Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



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



### General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



### Town Crier
Each night*, you learn if a Minion nominated today.



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



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



### 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.



### Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



### Farmer
If you die at night, an alive good player becomes a Farmer.



### Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

## OUTSIDER



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



### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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

## MINION



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



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



### Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



### Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

## DEMON



### Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Cerenovus
5. Mezepheles
6. Pixie
7. Amnesiac
8. Balloonist
9. General
10. Dawn

## FABLED, JINXES & LORIC

**Cerenovus & Goblin**

The Cerenovus may choose to make a player mad that they are the Goblin.

### FABLED

**Djinn**

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

### RECOMMENDED TRAVELLERS

**Matron**

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

**Deviant**

If you were funny today, you cannot die by exile.

**Scapegoat**

If a player of your alignment is executed, you might be executed instead.

## OTHER NIGHTS

1. Dusk
2. Cerenovus
3. Mezepheles
4. Amnesiac
5. Farmer
6. Moonchild
7. Town Crier
8. Juggler
9. Balloonist
10. General
11. 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  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

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

6  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

8  **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.

9  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

10 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 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

3 **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.

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

5 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

6 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

7 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

8 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

9 **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.

10 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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