The God Confusion v1.0.0 *by Hexadexterous*

Djinn

TOWNSFOLK

Atheist

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

Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

Balloonist

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

Savant

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

Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Preacher

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

OUTSIDER

Heretic

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

Saint

If you die by execution, your team loses.

MINION

Devil's Advocate

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

Baron

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

DEMON

Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Preacher
6. Devil's Advocate
7. Balloonist
8. Cult Leader
9. Leviathan
10. Dawn

FABLED, JINXES & LORIC

Heretic & Baron

Only 1 jinxed character can be in play.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Preacher
4. Devil's Advocate
5. Balloonist
6. Cult Leader
7. Leviathan
8. 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		**Philosopher** The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		**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.
6		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		**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.
8		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
9		**Leviathan** Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
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 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

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

5 **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.

6 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

7 **Leviathan**
Change the Leviathan Day reminder for the next day.

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