But What if That's True? v1.0.0 by Andrew

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Oracle
Each night*, you learn how many dead players are evil.



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



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



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



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



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



Soldier
You are safe from the Demon.



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER



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



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



Saint
If you die by execution, your team loses.



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



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

MINION



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



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



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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

DEMON



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Godfather
6. Cerenovus
7. Empath
8. Clockmaker
9. Bounty Hunter
10. Dawn

FABLED, JINXES & LORIC

Vortox & Banshee

If the Vortox kills the Banshee, all players learn that the Banshee has died.

Marionette & Summoner

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Heretic & Godfather

Only 1 jinxed character can be in play.

Summoner & Clockmaker

The Summoner registers as the Demon to the Clockmaker.

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.

OTHER NIGHTS

1. Dusk
2. Gambler
3. Monk
4. Cerenovus
5. Exorcist
6. Vortox
7. Godfather
8. Moonchild
9. Empath
10. Oracle
11. Juggler
12. Bounty Hunter
13. 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		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
5		**Godfather** Show each of the Outsider tokens in play.
6		**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.
7		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
8		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
9		**Bounty Hunter** Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
10	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

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

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

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

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

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

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

10  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

11  **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.

12  **Bounty Hunter**
If the known evil player has died, point to another evil player.

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