# What If God Was One Of Us v1.0.0 *by Jared Purfield*

Djinn

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



**Chef**
You start knowing how many pairs of evil players there are.



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



**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.



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



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



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



**Seamstress**
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



**Sage**
If the Demon kills you, you learn that it is 1 of 2 players.



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



**Fool**
The first time you die, you don't.



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

## OUTSIDER



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



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



**Lunatic**
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



**Barber**
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINION



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



**Pit-Hag**
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



**Assassin**
Once per game, at night*, choose a player: they die, even if for some reason they could not.



**Organ Grinder**
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

## DEMON



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



**Kazali**
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Sailor
6. Cerenovus
7. Pukka
8. Chef
9. Grandmother
10. Dreamer
11. Seamstress
12. Dawn

## FABLED, JINXES & LORIC

**Recluse & Sage**

The Recluse might register as the Demon to the Sage.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Monk
4. Cerenovus
5. Pit-Hag
6. Lunatic
7. Legion
8. Pukka
9. Assassin
10. Barber
11. Sage
12. Grandmother
13. Dreamer
14. Town Crier
15. Oracle
16. Seamstress
17. 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  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

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

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

8  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

9  **Grandmother**
Show the marked character token. Point to the marked player.

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

11  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

12 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  **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  **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  **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

6  **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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

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

9  **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

10  **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

11  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

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

14  **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).

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

16  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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