# If I Were God v1.0.0 *by Vinnica (bumblvee)*

Djinn

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



### Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



### Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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



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



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



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



### Soldier
You are safe from the Demon.



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



### Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



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

## OUTSIDER



### Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



### Plague Doctor
When you die, the Storyteller gains a Minion ability.



### Saint
If you die by execution, your team loses.



### Snitch
Minions start knowing 3 not-in-play characters.

## MINION



### Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



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



### 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.



### Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

## DEMON



### 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]



### Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



### Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Magician
5. Snitch
6. Sailor
7. Widow
8. Amnesiac
9. Librarian
10. Cult Leader
11. Mathematician
12. D — Dawn

## FABLED, JINXES & LORIC

**Legion & Summoner**
If Legion is summoned, all evil players become Legion.

**Summoner & Kazali**
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

**Summoner & Lord of Typhon**
If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.

**Riot & Soldier**
If Riot nominates and executes the Soldier, good wins.

**Boffin & Cult Leader**
If the Demon has the Cult Leader ability, they can't turn good due to this ability.

**Riot & Atheist**
During a riot, if the Storyteller is nominated, players vote. If they are 'about to die', the game ends. If not, they nominate again.

**Magician & Widow**
When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

**Magician & Legion**
If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

### FABLED

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

### RECOMMENDED TRAVELLERS

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

**Judge**
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

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

**Voudon**
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

## OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Legion
4. Professor
5. Amnesiac
6. Oracle
7. Cult Leader
8. Mathematician
9. D — 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  **Magician**

5  **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

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

7  **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

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

9  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

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

11  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

4 **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.

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

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

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

8 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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