

TOWNSFOLK



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.



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Cult Leader

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



Soldier

You are safe from the Demon.



Fool

The first time you die, you don't.



Pacifist

Executed good players might not die.



Alchemist

You have a not-in-play Minion ability.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Atheist

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

OUTSIDER



Tinker

You might die at any time.



Sweetheart

When you die, 1 player is drunk from now on.



Klutz

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



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.



Lunatic

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

MINION



Devil's Advocate

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

DEMON



Riot

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

Quick Reference

God Is Dead — by Zadon

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Poppy Grower**
- 6  **Lunatic**
- 7  **King**
- 8  **Sailor**
- 9  **Devil's Advocate**
- 10  **Chef**
- 11  **Fortune Teller**
- 12  **Grandmother**
- 13  **Dreamer**
- 14  **Cult Leader**
- 15  **Dawn**

FABLED, JINXES & LORIC

-  **Riot & Soldier**
If Riot nominates and executes the Soldier, good wins.
-  **Riot & Grandmother**
If Riot is in play and the Grandchild dies by execution, evil wins.
-  **Riot & King**
If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.
-  **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.

FABLED

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poppy Grower**
- 3  **Sailor**
- 4  **Devil's Advocate**
- 5  **Lunatic**
- 6  **Sweetheart**
- 7  **Choirboy**
- 8  **Tinker**
- 9  **Moonchild**
- 10  **Grandmother**
- 11  **Fortune Teller**
- 12  **Dreamer**
- 13  **King**
- 14  **Cult Leader**
- 15  **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		Dusk Start the Night Phase.
2		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		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		Alchemist Show the Alchemist a not-in-play Minion token
5		Poppy Grower Do not inform the Demon/Minions who each other are
6		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.
7		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
8		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
9		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
10		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
12		Grandmother Show the marked character token. Point to the marked player.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
14		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		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.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		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.
6		Sweetheart Choose a player that is drunk.
7		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
8		Tinker The Tinker might die.
9		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
10		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
11		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
12		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		King If there are more dead than living, show the King a character token of a living player.
14		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15		Dawn Wait for a few seconds. End the Night Phase.