You Can't Handle the Truth v1.0.0 *by Jsmoothnyc & Ben Burns*

Djinn

TOWNSFOLK

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

Noble
You start knowing 3 players, 1 and only 1 of which is evil.

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

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

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

Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.

Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.

Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

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

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

Farmer
If you die at night, an alive good player becomes a Farmer.

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

Soldier
You are safe from the Demon.

OUTSIDER

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

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

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.

MINION

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

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

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

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

DEMON

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

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

Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Snitch
5. King
6. Lil' Monsta
7. Godfather
8. Mezepheles
9. Damsel
10. Amnesiac
11. Grandmother
12. Noble
13. Balloonist
14. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Scarlet Woman

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Gambler
3. Mezepheles
4. Scarlet Woman
5. Legion
6. Imp
7. Lil' Monsta
8. Assassin
9. Godfather
10. Gossip
11. Choirboy
12. Damsel
13. Amnesiac
14. Farmer
15. Moonchild
16. Grandmother
17. Balloonist
18. King
19. 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. **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.
5. **King**
   Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6. **Lil' Monsta**
   Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7. **Godfather**
   Show each of the Outsider tokens in play.
8. **Mezepheles**
   Show the Mezepheles their secret word.
9. **Damsel**
   Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10. **Amnesiac**
    Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11. **Grandmother**
    Show the marked character token. Point to the marked player.
12. **Noble**
    Point to 3 players including one evil player, in no particular order.
13. **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.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **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 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

4 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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

6 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

7 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

8 **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.

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

10 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

11 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

12 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

14 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

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

17 **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.

18 **King**
If there are more dead than living, show the King a character token of a living player.

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