Lies Lies Lies

by Sami El Sayed



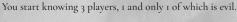
Knight

You start knowing 2 players that are not the Demon.



Noble







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



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



Each night*, if either good living neighbour is drunk or poisoned, you die.



Sweetheart

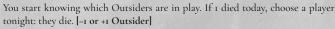
When you die, I player is drunk from now on.



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









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.



Vortox

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Oracle

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



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



Gossip

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



Slauer

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



Sage

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



Minstrel

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



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.



Scarlet Woman

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.