

Lies Lies Lies - First Night



Dusk Start the Night Phase.

Minion Info If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.

Demon Info If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

Widow Show the Grimoire for as long as the Widow needs. The Widow chooses a player.

Snake Charmer The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.

Godfather Show the character tokens of all in-play Outsiders.

Chef Give a finger signal.

Empath Give a finger signal.

Dreamer The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Knight Point to the two non-Demon players marked KNOW.

Noble Point to all three players marked KNOW.

Shugenja Point clockwise or anticlockwise around the circle.

Bounty Hunter Point to the KNOWN player.

Chambermaid The Chambermaid chooses 2 living players. Give a finger signal.

Dawn Wait for a few seconds. End the Night Phase.

Lies Lies Lies - Other Nights



Dusk Start the Night Phase.



Acrobat The Acrobat chooses a player.



Snake Charmer The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



Monk The Monk chooses a player.



Scarlet Woman If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.



Vortox The Vortox chooses a player.



Godfather If an Outsider died today, the Godfather chooses a player.



Gossip If the Gossip is due to kill a player, they die.



Sweetheart If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now.



Sage If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Moonchild If the Moonchild is due to kill a good player, they die.



Empath Give a finger signal.



Dreamer The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Oracle Give a finger signal.



Bounty Hunter If the KNOWN player died today or tonight, point to a new KNOWN player.



Chambermaid The Chambermaid chooses 2 living players. Give a finger signal.



Dawn Wait for a few seconds. End the Night Phase.