

# Lies Lies Lies

TOWNSFOLK



## Knight

You start knowing 2 players that are not the Demon.



## Noble

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



## Chef

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. [If Townsfolk is evil]



## Empath

Each night, you learn how many of your 2 alive neighbors are evil.



## Chambermaid

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



## Dreamer

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



## Sweetheart

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



## Recluse

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



## Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



## Widow

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



## Vortex

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



The Recluse might register as the Demon to the Sage.

OUTSIDERS

MINIONS

DEMONS

JINXES



## 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.



## Monk

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 dies.



## Slayer

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.



## Acrobat

Each night\*, choose a player: if they are or become drunk or poisoned tonight, you die.



## 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.



## 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.