

# Lies Lies Lies - First Night

by Sami El Sayed

**M**

**Minion Info**

If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.

**D**

**Demon Info**

If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play.



**Widow**

Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.



**Snake Charmer**

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.



**Godfather**

Show each of the Outsider tokens in play.



**Chef**

Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.



**Empath**

Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.



**Dreamer**

The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.



**Knight**

Point to two players who are not the Demon.



**Noble**

Point to 3 players including one evil player, in no particular order.



**Shugenja**

Wake the Shugenja; point horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.



**Bounty Hunter**

Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.



**Chambermaid**

The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.



**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



# Lies Lies Lies - Other Nights

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	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Snake Charmer</b>	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
	<b>Monk</b>	The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
	<b>Scarlet Woman</b>	If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
	<b>Vortex</b>	The Vortex points to a player. That player dies.
	<b>Godfather</b>	If an Outsider died today: The Godfather points to a player. That player dies.
	<b>Gossip</b>	If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
	<b>Acrobat</b>	If a good living neighbour is drunk or poisoned, the Acrobat player dies.
	<b>Sweetheart</b>	Choose a player that is drunk.
	<b>Sage</b>	If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
	<b>Moonchild</b>	If the Moonchild used their ability to target a player today: If that player is good, they die.
	<b>Empath</b>	Show the finger signal (0, 1, 2) for the number of evil neighbours.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	<b>Oracle</b>	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
	<b>Bounty Hunter</b>	If the known evil player has died, point to another evil player.
	<b>Chambermaid</b>	The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.