Be Kind, Please Lie v1.0.0 *by Rhydings*

Djinn · Hell's Librarian · Sentinel

TOWNSFOLK



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



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



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



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



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



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



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



Fool
The first time you die, you don't.



Alchemist
You have a not-in-play Minion ability.



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



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



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINION



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



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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



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



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON



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



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Poisoner
6. Godfather
7. Evil Twin
8. Amnesiac
9. Washerwoman
10. Fortune Teller
11. Grandmother
12. Noble
13. Balloonist
14. D — Dawn

FABLED, JINXES & LORIC

Plague Doctor & Scarlet Woman
If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

Plague Doctor & Evil Twin
If the Storyteller would gain the Evil Twin ability, a player becomes the Evil Twin.

Scarlet Woman & Fang Gu
If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

Plague Doctor & Goblin
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

FABLED

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

Hell's Librarian
Something bad might happen to whoever talks when the Storyteller has asked for silence.

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

RECOMMENDED TRAVELLERS

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Barista
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Deviant
If you were funny today, you cannot die by exile.

Judge
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Voudon
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Gambler
4. Scarlet Woman
5. Imp
6. Fang Gu
7. Godfather
8. Gossip
9. Sweetheart
10. Amnesiac
11. Farmer
12. Grandmother
13. Fortune Teller
14. Oracle
15. Balloonist
16. D — 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. **Alchemist**
   Show the Alchemist a not-in-play Minion token
5. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
6. **Godfather**
   Show each of the Outsider tokens in play.
7. **Evil Twin**
   Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
8. **Amnesiac**
   Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9. **Washerwoman**
   Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
10. **Fortune Teller**
    The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
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. **Dusk**
   Start the Night Phase.
2. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4. **Scarlet Woman**
   If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
5. **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.
6. **Fang Gu**
   The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
7. **Godfather**
   If an Outsider died today: The Godfather points to a player. That player dies.
8. **Gossip**
   If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9. **Sweetheart**
   Choose a player that is drunk.
10. **Amnesiac**
    If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11. **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.
12. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
13. **Fortune Teller**
    The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
14. **Oracle**
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
15. **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.
16. **Dawn**
    Wait for a few seconds. End the Night Phase.