Telling Lies & Kicking Ass, & I'm all outta ass v1.0.0 *by Etreides*

Fibbin Djinn

TOWNSFOLK

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

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]

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.

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.

Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

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

Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

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

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

Baron
There are extra Outsiders in play. [+2 Outsiders]

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

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

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON

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

Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Lunatic
6. Marionette
7. Cerenovus
8. Mezepheles
9. Pixie
10. Damsel
11. Seamstress
12. Noble
13. Bounty Hunter
14. Dawn

FABLED, JINXES & LORIC

Cannibal & Juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

Cerenovus & Goblin

The Cerenovus may choose to make a player mad that they are the Goblin.

FABLED

Fibbin

Once per game, 1 good player might get incorrect information.

Djinn

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

RECOMMENDED TRAVELLERS

Apprentice

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

Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Judge

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Monk
4. Cerenovus
5. Mezepheles
6. Lunatic
7. Legion
8. Imp
9. Shabaloth
10. Gossip
11. Damsel
12. Oracle
13. Seamstress
14. Juggler
15. Bounty Hunter
16. 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 D
Dusk
Start the Night Phase.

2 M
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 D
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
Poppy Grower
Do not inform the Demon/Minions who each other are

5
Lunatic
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6
Marionette
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

7
Cerenovus
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

8
Mezepheles
Show the Mezepheles their secret word.

9
Pixie
Show the Pixie 1 in-play Townsfolk character token.

10
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

11
Seamstress
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

12
Noble
Point to 3 players including one evil player, in no particular order.

13
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.

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

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

4 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

6 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

7 **Legion**
Choose a player, that player dies.

8 **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.

9 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

10 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

11 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

12 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

13 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

14 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

15 **Bounty Hunter**
If the known evil player has died, point to another evil player.

16 D **Dawn**
Wait for a few seconds. End the Night Phase.