Lies, Damned Lies, and Politicians v1.0.0 *by r96Lime*

Djinn

TOWNSFOLK



Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



Steward
You start knowing 1 good player.



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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.



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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



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



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



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER



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



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



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

DEMON



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



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



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Marionette
6. Lleech
7. Poisoner
8. Devil's Advocate
9. Investigator
10. Fortune Teller
11. Noble
12. Cult Leader
13. Dawn

FABLED, JINXES & LORIC

Legion & Politician

The Politician might register as evil to Legion.

Plague Doctor & Marionette

If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Devil's Advocate
5. Legion
6. Imp
7. Shabaloth
8. Lleech
9. Assassin
10. Gossip
11. Professor
12. Fortune Teller
13. Cult Leader
14. 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 
Philosopher
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 
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.

6 
Lleech
The Lleech points to a player. Place the Poisoned reminder token.

7 
Poisoner
The Poisoner points to a player. That player is poisoned.

8 
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

9 
Investigator
Show the character token of a Minion 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 
Noble
Point to 3 players including one evil player, in no particular order.

12 
Cult Leader
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

Other Nights

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

2. 
   Philosopher
   If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3. 
   Poisoner
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4. 
   Devil's Advocate
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5. 
   Legion
   Choose a player, that player dies.

6. 
   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.

7. 
   Shabaloth
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

8. 
   Lleech
   The Lleech points to a player. That player dies.

9. 
   Assassin
   If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

11. 
    Professor
    If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

12. 
    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.

13. 
    Cult Leader
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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