Honey, I Lied v1.1.1 *by Goose*

Sentinel Djinn

TOWNSFOLK



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



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



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



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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.



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



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



Tea Lady
If both your alive neighbours are good, they can't die.



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

OUTSIDER



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



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



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



Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION



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



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



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

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Poisoner
6. Witch
7. Cerenovus
8. Pukka
9. Pixie
10. Librarian
11. Investigator
12. Empath
13. Fortune Teller
14. Noble
15. Balloonist
16. Mathematician
17. Dawn

FABLED, JINXES & LORIC

Pit-Hag & Village Idiot

If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

Pit-Hag & Goon

If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

FABLED

Sentinel

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

Djinn

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

RECOMMENDED TRAVELLERS

Barista

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

Butcher

Each day, after the 1st execution, you may nominate again.

Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Bone Collector

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

Apprentice

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Poisoner
4. Witch
5. Cerenovus
6. Pit-Hag
7. Pukka
8. No Dashii
9. Vigormortis
10. Sweetheart
11. Professor
12. Empath
13. Fortune Teller
14. Balloonist
15. Mathematician
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		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
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		**Pukka** The Pukka points to a player. That player is poisoned.
9		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
10		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
11		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
12		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		**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.
14		**Noble** Point to 3 players including one evil player, in no particular order.
15		**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.
16		**Mathematician** Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
17	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

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

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

4 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

5 **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.

6 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

7 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

8 **No Dashii**
The No Dashii points to a player. That player dies.

9 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

10 **Sweetheart**
Choose a player that is drunk.

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

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 **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.

15 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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