Everything is a lie v1.2.1 *by RIPhoenix*

Sentinel Djinn

TOWNSFOLK

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.

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.

Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

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

Undertaker
Each night*, you learn which character died by execution today.

Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

Flowergirl
Each night*, you learn if a Demon voted today.

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

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

Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER

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

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

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.

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

MINION

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

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

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

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

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.

Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

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

Everything is a lie — by RIPhoenix

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Sailor
6. Marionette
7. Poisoner
8. Cerenovus
9. Pukka
10. Pixie
11. Empath
12. Fortune Teller
13. Dawn

FABLED, JINXES & LORIC

Legion & Minstrel

If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.

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.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Poisoner
5. Innkeeper
6. Monk
7. Cerenovus
8. Pit-Hag
9. Legion
10. Pukka
11. No Dashii
12. Vortox
13. Sweetheart
14. Empath
15. Fortune Teller
16. Undertaker
17. Flowergirl
18. Oracle
19. Juggler
20. 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

Everything is a lie — by RIPhoenix

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 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

8 **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.

9 **Pukka**
The Pukka points to a player. That player is poisoned.

10 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

12 **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.

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

Other Nights

Everything is a lie — by RIPhoenix

1 D **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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

5 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

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 **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.

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

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

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

12 **Vortox**
The Vortox points to a player. That player dies.

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

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

15 **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.

16 **Undertaker**
If a player was executed today: Show that player's character token.

17 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

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

19 **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.

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