Accursed Lies [7-9] v1.0.0 *by Cozy Scriptwriting Corner*

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



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



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



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



Sage
If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDER



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



Tinker
You might die at any time.



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

DEMON



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Empath
6. Grandmother
7. Clockmaker
8. Seamstress
9. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Monk
3. Zombuul
4. Vortox
5. Sage
6. Tinker
7. Moonchild
8. Grandmother
9. Empath
10. Flowergirl
11. Seamstress
12. King
13. 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. **King**
   Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5. **Empath**
   Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
6. **Grandmother**
   Show the marked character token. Point to the marked player.
7. **Clockmaker**
   Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
8. **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.
9. **Dawn**
   Wait for a few seconds. End the Night Phase.

Other Nights

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

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

3 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

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

5 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

6 **Tinker**
The Tinker might die.

7 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

8 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

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

11 **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.

12 **King**
If there are more dead than living, show the King a character token of a living player.

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