# Secret Lies v1.0.0 *by misterturnip*

Djinn

## TOWNSFOLK



### Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



### Knight
You start knowing 2 players that are not the Demon.



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



### 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.



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



### Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



### Farmer
If you die at night, an alive good player becomes a Farmer.



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



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



### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

## OUTSIDER



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



### Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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



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

## MINION



### Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



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



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



### Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.

## DEMON



### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



### 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. Godfather
5. Fearmonger
6. Amnesiac
7. Seamstress
8. Noble
9. Cult Leader
10. Dawn

## FABLED, JINXES & LORIC

**Pit-Hag & Cult Leader**

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

**Plague Doctor & Fearmonger**

If the Storyteller would gain the Fearmonger ability, a Minion gains it, and learns this.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Monk
3. Pit-Hag
4. Fearmonger
5. Vortox
6. Assassin
7. Godfather
8. Gossip
9. Barber
10. Amnesiac
11. Farmer
12. Moonchild
13. Flowergirl
14. Seamstress
15. Cult Leader
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  **Godfather**
Show each of the Outsider tokens in play.

5  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

6  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

7  **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.

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

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

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

# Other Nights

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1 **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 **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.

4 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

6 **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.

7 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

9 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

10 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

11 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

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

14 **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.

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

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