2 Truths and a Lie v1.0.0 *by boypower2566*

Knaves

TOWNSFOLK



Steward
You start knowing 1 good player.



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



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



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



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



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



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



Hermit
You have all Outsider abilities. [-0 or -1 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.

MINION



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



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



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.



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



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. Lil' Monsta
5. Godfather
6. Witch
7. Investigator
8. Empath
9. Seamstress
10. Chambermaid
11. Dawn

FABLED, JINXES & LORIC

LORIC



Knaves

There are 2 Storytellers: one lies & one tells the truth. Once per game, at dusk, they might switch.

OTHER NIGHTS

1. Dusk
2. Gambler
3. Witch
4. Pit-Hag
5. Shabaloth
6. Lil' Monsta
7. Assassin
8. Godfather
9. Gossip
10. Sage
11. Professor
12. Tinker
13. Empath
14. Oracle
15. Seamstress
16. Chambermaid
17. 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  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

5  **Godfather**
Show each of the Outsider tokens in play.

6  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

7  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

9  **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.

10  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

Other Nights

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

2  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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

4  **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.

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

6  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

7  **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.

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

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

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

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  **Tinker**
The Tinker might die.

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

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

15  **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.

16  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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