# Ask No Questions, Tell No Lies v1.0.0 *by spleen*

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



**Chef**
You start knowing how many pairs of evil players there are.



**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.



**Washerwoman**
You start knowing that 1 of 2 players is a particular Townsfolk.



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



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



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



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



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



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



**Artist**
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



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

## OUTSIDER



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



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



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



**Politician**
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## MINION



**Spy**
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



**Scarlet Woman**
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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

## DEMON



**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.



**Lleech**
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Lleech
6. Pixie
7. Washerwoman
8. Librarian
9. Investigator
10. Chef
11. Clockmaker
12. Seamstress
13. Noble
14. Spy
15. D — Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Scarlet Woman
4. No Dashii
5. Vortox
6. Lleech
7. Barber
8. Seamstress
9. Spy
10. D — 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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**<br>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 |  | **Lleech**<br>The Lleech points to a player. Place the Poisoned reminder token. |
| 6 |  | **Pixie**<br>Show the Pixie 1 in-play Townsfolk character token. |
| 7 |  | **Washerwoman**<br>Show the character token of a Townsfolk in play. Point to two players, one of which is that character. |
| 8 |  | **Librarian**<br>Show the character token of an Outsider in play. Point to two players, one of which is that character. |
| 9 |  | **Investigator**<br>Show the character token of a Minion in play. Point to two players, one of which is that character. |
| 10 |  | **Chef**<br>Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players. |
| 11 |  | **Clockmaker**<br>Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion. |
| 12 |  | **Seamstress**<br>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. |
| 13 |  | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 14 |  | **Spy**<br>Show the Grimoire to the Spy for as long as they need. |
| 15 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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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 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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

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

6 **Lleech**
The Lleech points to a player. That player dies.

7 **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.

8 **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.

9 **Spy**
Show the Grimoire to the Spy for as long as they need.

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