You Wouldn't Lie To Me Would You v1.0.0 *by SummerM*

Djinn

TOWNSFOLK



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



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



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



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



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



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



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



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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.



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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



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.



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



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



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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



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



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

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.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



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. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Lleech
6. Poisoner
7. Pixie
8. Huntsman
9. Damsel
10. Washerwoman
11. Chef
12. Fortune Teller
13. Clockmaker
14. Dreamer
15. Bounty Hunter
16. Dawn

FABLED, JINXES & LORIC

Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

Pit-Hag & Damsel

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Poisoner
4. Monk
5. Pit-Hag
6. Scarlet Woman
7. Zombuul
8. Fang Gu
9. Vigormortis
10. Lleech
11. Gossip
12. Huntsman
13. Damsel
14. Fortune Teller
15. Dreamer
16. Bounty Hunter
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.  **Poppy Grower**
   Do not inform the Demon/Minions who each other are
5.  **Lleech**
   The Lleech points to a player. Place the Poisoned reminder token.
6.  **Poisoner**
   The Poisoner points to a player. That player is poisoned.
7.  **Pixie**
   Show the Pixie 1 in-play Townsfolk character token.
8.  **Huntsman**
   The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
9.  **Damsel**
   Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10.  **Washerwoman**
    Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
11.  **Chef**
    Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
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.  **Clockmaker**
    Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
14.  **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
15.  **Bounty Hunter**
    Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
16. D — **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Poppy Grower**
   If the Poppy Grower has died, show the Minions/Demon who each other are.
3. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4. **Monk**
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
5. **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.
6. **Scarlet Woman**
   If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
7. **Zombuul**
   If no-one died during the day: The Zombuul points to a player. That player dies.
8. **Fang Gu**
   The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
9. **Vigormortis**
   The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
10. **Lleech**
    The Lleech points to a player. That player dies.
11. **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
12. **Huntsman**
    The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
13. **Damsel**
    If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
14. **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.
15. **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
16. **Bounty Hunter**
    If the known evil player has died, point to another evil player.
17. **Dawn**
    Wait for a few seconds. End the Night Phase.