Liar Liar v1.0.0 by SummerM

Djinn

TOWNSFOLK



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



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



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



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



Tea Lady
If both your alive neighbours are good, they can't die.



Undertaker
Each night*, you learn which character died by execution today.



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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

OUTSIDER



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



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



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



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

MINION



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



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



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

DEMON



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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

Quick Reference

Liar Liar — by SummerM

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Marionette
6. Poisoner
7. Devil's Advocate
8. Pixie
9. Washerwoman
10. Librarian
11. Empath
12. Noble
13. Balloonist
14. Spy
15. Dawn

FABLED, JINXES & LORIC

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Gambler
5. Devil's Advocate
6. Zombuul
7. Po
8. Fang Gu
9. No Dashii
10. Barber
11. Empath
12. Undertaker
13. Balloonist
14. Spy
15. 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.  **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5.  **Marionette**
   Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
6.  **Poisoner**
   The Poisoner points to a player. That player is poisoned.
7.  **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
8.  **Pixie**
   Show the Pixie 1 in-play Townsfolk character token.
9.  **Washerwoman**
   Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
10.  **Librarian**
    Show the character token of an Outsider in play. Point to two players, one of which is that character.
11.  **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12.  **Noble**
    Point to 3 players including one evil player, in no particular order.
13.  **Balloonist**
    Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
14.  **Spy**
    Show the Grimoire to the Spy for as long as they need.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 D

Dusk

Start the Night Phase.

2 

Sailor

The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3 

Poisoner

The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4 

Gambler

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

5 

Devil's Advocate

The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

6 

Zombuul

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

7 

Po

If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

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 

No Dashii

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

10 

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.

11 

Empath

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

12 

Undertaker

If a player was executed today: Show that player's character token.

13 

Balloonist

Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

14 

Spy

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

15 D

Dawn

Wait for a few seconds. End the Night Phase.