Bad Mouthing Liars v1.0.0 *by DJ*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



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



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



Pacifist
Executed good players might not die.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

OUTSIDER



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Tinker
You might die at any time.



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



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

MINION



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



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



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



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

DEMON



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



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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

Bad Mouthing Liars — by DJ

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Sailor
6. Poisoner
7. Devil's Advocate
8. Witch
9. Butler
10. Balloonist
11. Chambermaid
12. Dawn

FABLED, JINXES & LORIC

Yaggababble & Exorcist

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Innkeeper
5. Gambler
6. Devil's Advocate
7. Witch
8. Exorcist
9. Zombuul
10. Shabaloth
11. Po
12. Assassin
13. Professor
14. Choirboy
15. Tinker
16. Balloonist
17. King
18. Butler
19. Chambermaid
20. 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		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
9		**Butler** The Butler points to a player. Mark that player as 'Master'.
10		**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.
11		**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.
12	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1. **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. 
   Innkeeper
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5. 
   Gambler
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
6. 
   Devil's Advocate
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
7. 
   Witch
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
8. 
   Exorcist
   The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
9. 
   Zombuul
   If no-one died during the day: The Zombuul points to a player. That player dies.
10. 
    Shabaloth
    One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
11. 
    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
12. 
    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.
13. 
    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.
14. 
    Choirboy
    If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
15. 
    Tinker
    The Tinker might die.
16. 
    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.
17. 
    King
    If there are more dead than living, show the King a character token of a living player.
18. 
    Butler
    The Butler points to a player. Mark that player as 'Master'.
19. 
    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.
20. **Dawn**
    Wait for a few seconds. End the Night Phase.