# I Might be the Lunatic v1.0.0 *by Sammiches*

Djinn

## TOWNSFOLK



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



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



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



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



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



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



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



**Flowergirl**
Each night*, you learn if a Demon voted today.



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



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



**Ravenkeeper**
If you die at night, you are woken to choose a player: you learn their character.



**Mayor**
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



**Magician**
The Demon thinks you are a Minion. Minions think you are a Demon.

## OUTSIDER



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



**Ogre**
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



**Lunatic**
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



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

## MINION



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



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



**Cerenovus**
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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

## DEMON



**Pukka**
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



**Imp**
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



**Vigormortis**
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-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. Philosopher
5. Magician
6. Lunatic
7. Sailor
8. Marionette
9. Lleech
10. Poisoner
11. Godfather
12. Cerenovus
13. Pukka
14. Investigator
15. Chef
16. Empath
17. Balloonist
18. Dawn

## FABLED, JINXES & LORIC

**Recluse & Ogre**
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

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

**Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

### FABLED

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Poisoner
5. Cerenovus
6. Lunatic
7. Imp
8. Pukka
9. Vigormortis
10. Lleech
11. Godfather
12. Ravenkeeper
13. Empath
14. Flowergirl
15. Balloonist
16. 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  **Philosopher**
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  **Magician**

6  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

7  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

8  **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.

9  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

10  **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

12  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

13  **Pukka**
The Pukka points to a player. That player is poisoned.

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

15  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

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

17  **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.

18 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 **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 **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.

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

5 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

6 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

7 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

8 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

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

12 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

14 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

15 **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.

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