# I'm Lonely v1.1.0 *by Sammy*

Djinn

## TOWNSFOLK



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



**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.



**General**
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



**Cult Leader**
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



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



**Slayer**
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



**Princess**
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



**Minstrel**
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



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

## OUTSIDER



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



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



**Plague Doctor**
When you die, the Storyteller gains a Minion ability.



**Zealot**
If there are 5 or more players alive, you must vote for every nomination.



**Snitch**
Minions start knowing 3 not-in-play characters.

## MINION



**Mezepheles**
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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



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



**Psychopath**
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



**Wizard**
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

## DEMON



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



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



**Al-Hadikhia**
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Snitch
6. King
7. Sailor
8. Poisoner
9. Mezepheles
10. Butler
11. Cult Leader
12. General
13. Dawn

## FABLED, JINXES & LORIC

**Al-Hadikhia & Princess**

If the Princess nominated & executed a player on their 1st day, no one dies to the Al-Hadikhia tonight.

**Pit-Hag & Cult Leader**

If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Pit-Hag
5. Mezepheles
6. Zombuul
7. Al-Hadikhia
8. King
9. Cult Leader
10. Butler
11. General
12. 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 |  | **Magician** |
| 5 |  | **Snitch**<br>After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon. |
| 6 |  | **King**<br>Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player. |
| 7 |  | **Sailor**<br>The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk. |
| 8 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 9 |  | **Mezepheles**<br>Show the Mezepheles their secret word. |
| 10 |  | **Butler**<br>The Butler points to a player. Mark that player as 'Master'. |
| 11 |  | **Cult Leader**<br>If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly. |
| 12 |  | **General**<br>Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither. |
| 13 | 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 **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 **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.

5 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

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

7 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

8 **King**
If there are more dead than living, show the King a character token of a living player.

9 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

10 **Butler**
The Butler points to a player. Mark that player as 'Master'.

11 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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