

# I'm Not Your Friend v1.0.0 by Artie D

## TOWNSFOLK



### Noble

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



### Shugenja

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



### Empath

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



### Oracle

Each night\*, you learn how many dead players are evil.



### Lycanthrope

Each night\*, choose a living player: if good, they die, but they are the only player that can die tonight.



### Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

## OUTSIDER



### Recluse

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



### 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.

## MINION



### Poisoner

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



### Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

## DEMON



### Imp

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



### Vortex

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

# Quick Reference

*I'm Not Your Friend* — by Artie D

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poisoner
- 5  Empath
- 6  Seamstress
- 7  Noble
- 8  Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Lycanthrope
- 4  Imp
- 5  Vortex
- 6  Empath
- 7  Oracle
- 8  Seamstress
- 9  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

*I'm Not Your Friend* — by Artie D

|   |                                                                                   |                                                                                                                                                                                                           |
|---|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 |  | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                   |
| 2 |  | <b>Minion Info</b><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 |  | <b>Demon Info</b><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 |  | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                            |
| 5 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.                                                                                                |
| 6 |  | <b>Seamstress</b><br>  The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.   |
| 7 |  | <b>Noble</b><br>  Point to 3 players including one evil player, in no particular order.                                                                                                                   |
| 8 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                             |

# Other Nights

*I'm Not Your Friend* — by Artie D

|   |                                                                                   |                                                                                                                                                                                                                                                           |
|---|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 |  | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                   |
| 2 |  | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                      |
| 3 |  | <b>Lycanthrope</b><br>  The Lycanthrope points to a living player: if good, they die and no one else can die tonight.                                                                                                                                     |
| 4 |  | <b>Imp</b><br>  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.                                                   |
| 5 |  | <b>Vortex</b><br>  The Vortex points to a player. That player dies.                                                                                                                                                                                       |
| 6 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil neighbours.                                                                                                                                                                    |
| 7 |  | <b>Oracle</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.                                                                                                                                                              |
| 8 |  | <b>Seamstress</b><br>  If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment. |
| 9 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                             |