# Don't Trust Your Friends v1.1.0 *by Lindrena*

Zenomancer · Big Wig · Hell's Librarian · Djinn

## TOWNSFOLK



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



### Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



### Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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



### Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



### Town Crier
Each night*, you learn if a Minion nominated today.



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



### Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



### Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### 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.



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



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

## 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.



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



### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

## MINION



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



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



### Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



### Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

## DEMON



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



### 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.



### 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

*Don't Trust Your Friends — by Lindrena*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. King
5. Preacher
6. Lleech
7. Courtier
8. Godfather
9. Mezepheles
10. Washerwoman
11. Fortune Teller
12. Bounty Hunter
13. D — Dawn

## FABLED, JINXES & LORIC

**Lleech & Slayer**

If the Slayer slays the Lleech host, the host dies.

**Summoner & Courtier**

If the living Summoner has no ability, the Storyteller has the Summoner ability.

**Summoner & Zombuul**

If the Summoner summons a dead player into the Zombuul, the Zombuul has already 'died once'.

**Summoner & Preacher**

If the living Summoner has no ability, the Storyteller has the Summoner ability.

### FABLED

**Hell's Librarian**

Something bad might happen to whoever talks when the Storyteller has asked for silence.

**Djinn**

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

### LORIC

**Zenomancer**

One or more players each have a goal. When achieved, that player learns a piece of true info.

**Big Wig**

Each nominee chooses a player: until voting, only they may speak & they are mad the nominee is good or they might die.

## OTHER NIGHTS

1. D — Dusk
2. Preacher
3. Courtier
4. Innkeeper
5. Mezepheles
6. Zombuul
7. Po
8. No Dashii
9. Lleech
10. Godfather
11. Acrobat
12. Choirboy
13. Moonchild
14. Ravenkeeper
15. Fortune Teller
16. Town Crier
17. King
18. Bounty Hunter
19. D — 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  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

7  **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

9  **Mezepheles**
Show the Mezepheles their secret word.

10  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

11  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

12  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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

# Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

3 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

9 **Lleech**
The Lleech points to a player. That player dies.

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

11 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

12 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

13 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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

15 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

16 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

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

18 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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