Friendly Neighbourhood? v1.0.0 *by theosunflowers*

Djinn

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



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



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.



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.



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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.



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



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



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Tea Lady
If both your alive neighbours are good, they can't die.

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.



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



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



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



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.



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



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



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

Friendly Neighbourhood? — by theosunflowers

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Marionette
6. Lleech
7. Godfather
8. Witch
9. Pukka
10. Chef
11. Empath
12. Dreamer
13. Seamstress
14. Nightwatchman
15. Chambermaid
16. D — Dawn

FABLED, JINXES & LORIC

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

FABLED

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

RECOMMENDED TRAVELLERS

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Judge
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Scapegoat
If a player of your alignment is executed, you might be executed instead.

Gnome
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Innkeeper
4. Witch
5. Pukka
6. No Dashii
7. Lleech
8. Assassin
9. Godfather
10. Acrobat
11. Empath
12. Dreamer
13. Seamstress
14. Juggler
15. Nightwatchman
16. Chambermaid
17. 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

Friendly Neighbourhood? — by theosunflowers

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		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		**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.
6		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
7		**Godfather** Show each of the Outsider tokens in play.
8		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
9		**Pukka** The Pukka points to a player. That player is poisoned.
10		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		**Seamstress** 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.
14		**Nightwatchman** The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
15		**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.
16	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Friendly Neighbourhood? — by theosunflowers

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 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

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

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

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

8 **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.

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

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

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

12 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

13 **Seamstress**
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.

14 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

15 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

16 **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.

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