Trust, my love v1.0.3 *by Natlove*

Djinn

TOWNSFOLK



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



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



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.



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



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



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



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



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



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



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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.



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



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



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]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poppy Grower
5. Marionette
6. Poisoner
7. Evil Twin
8. Pixie
9. Empath
10. Fortune Teller
11. Butler
12. General
13. D — Dawn

FABLED, JINXES & LORIC

Boffin & Village Idiot

If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

Legion & Summoner

If Legion is summoned, all evil players become Legion.

Marionette & Summoner

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Summoner & Lord of Typhon

If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.

Cannibal & Butler

If the Cannibal gains the Butler ability, the Cannibal learns this.

Summoner & Poppy Grower

If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Poisoner
4. Legion
5. Fang Gu
6. Barber
7. Sage
8. Empath
9. Fortune Teller
10. Butler
11. General
12. 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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

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

7  **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

8  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

10  **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.

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

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

13 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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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

4 **Legion**
Choose a player, that player dies.

5 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

6 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

7 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

9 **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.

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.