Love Thy Neighbour v1.0.0 *by taylor*

Djinn

TOWNSFOLK



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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

OUTSIDER



Tinker
You might die at any time.



Saint
If you die by execution, your team loses.



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



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



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

MINION



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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



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]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poisoner
5. Pixie
6. Amnesiac
7. Librarian
8. Chef
9. Balloonist
10. Spy
11. General
12. D — Dawn

FABLED, JINXES & LORIC

Summoner & Lord of Typhon

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

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

Bureaucrat

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

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Thief

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

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Innkeeper
4. Scarlet Woman
5. No Dashii
6. Assassin
7. Gossip
8. Amnesiac
9. Tinker
10. Balloonist
11. Spy
12. General
13. 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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

6  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

7  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

8  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

9  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

10  **Spy**
Show the Grimoire to the Spy for as long as they need.

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.

Other Nights

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1 D **Dusk**
Start the Night Phase.

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

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 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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

6 **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.

7 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

8 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

9 **Tinker**
The Tinker might die.

10 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

11 **Spy**
Show the Grimoire to the Spy for as long as they need.

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.