Bad Neighbours v2.0.0 *by Termateddy*

Sentinel

TOWNSFOLK



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



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.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Juggler

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

OUTSIDER



Drunk

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Scarlet Woman

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

DEMON



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Quick Reference

Bad Neighbours — by Termateddy

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. Snake Charmer
6. Pukka
7. Pixie
8. Empath
9. Clockmaker
10. Chambermaid
11. D — Dawn

FABLED, JINXES & LORIC

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

1. D — Dusk
2. Snake Charmer
3. Scarlet Woman
4. Lunatic
5. Pukka
6. Empath
7. Juggler
8. Chambermaid
9. 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 

Lunatic

If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

5 

Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6 

Pukka

The Pukka points to a player. That player is poisoned.

7 

Pixie

Show the Pixie 1 in-play Townsfolk character token.

8 

Empath

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

9 

Clockmaker

Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

10 

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.

11 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 

Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

3 

Scarlet Woman

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

4 

Lunatic

Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

5 

Pukka

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

6 

Empath

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

7 

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.

8 

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.

9 D

Dawn

Wait for a few seconds. End the Night Phase.