The Neighborhood v1.0.0 *by dr pepper, md*

Sentinel

TOWNSFOLK



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



Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



Pacifist
Executed good players might not die.



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



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



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



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



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



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



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



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

OUTSIDER



Snitch
Minions start knowing 3 not-in-play characters.



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



Recluse
You might register as evil & as a Minion or Demon, 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



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



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



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

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]



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Snitch
5. Marionette
6. Godfather
7. Devil's Advocate
8. Pixie
9. Investigator
10. Chef
11. Empath
12. Dreamer
13. Seamstress
14. Cult Leader
15. Spy
16. Dawn

FABLED, JINXES & LORIC

FABLED

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

RECOMMENDED TRAVELLERS

Matron
Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

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

OTHER NIGHTS

1. Dusk
2. Devil's Advocate
3. No Dashii
4. Al-Hadikhia
5. Godfather
6. Gossip
7. Empath
8. Dreamer
9. Town Crier
10. Seamstress
11. Cult Leader
12. Spy
13. 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		**Snitch** After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
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		**Godfather** Show each of the Outsider tokens in play.
7		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
9		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
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		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15		**Spy** Show the Grimoire to the Spy for as long as they need.
16	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  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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

4  **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

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

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

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

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

9  **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).

10  **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.

11  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

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