

TOWNSFOLK



Investigator

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



Clockmaker

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Librarian

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



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.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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.



Cult Leader

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



Seamstress

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Fisherman

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



Tea Lady

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



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.



Recluse

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Mutant

If you are "mad" about being an Outsider, you might be executed.

MINION



Poisoner

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



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Marionette

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



Summoner

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



Baron

There are extra Outsiders in play. [+2 Outsiders]

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

Love thy Neighbour — by Kaylee Silver

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poppy Grower
- 5  Sailor
- 6  Marionette
- 7  Poisoner
- 8  Cerenovus
- 9  Librarian
- 10  Investigator
- 11  Empath
- 12  Fortune Teller
- 13  Butler
- 14  Grandmother
- 15  Clockmaker
- 16  Seamstress
- 17  Cult Leader
- 18  Mathematician
- 19  Dawn

FABLED, JINXES & LORIC

-  **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.
-  **Summoner & Clockmaker**
The Summoner registers as the Demon to the Clockmaker.
-  **Summoner & Poppy Grower**
If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.
-  **Mathematician & Marionette**
The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Sailor
- 4  Poisoner
- 5  Cerenovus
- 6  No Dashii
- 7  Moonchild
- 8  Grandmother
- 9  Empath
- 10  Fortune Teller
- 11  Seamstress
- 12  Cult Leader
- 13  Butler
- 14  Mathematician
- 15  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

Love thy Neighbour — by Kaylee Silver

1		Dusk Start the Night Phase.
2		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		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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		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.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
9		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
10		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
11		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		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.
13		Butler The Butler points to a player. Mark that player as 'Master'.
14		Grandmother Show the marked character token. Point to the marked player.
15		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
16		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.
17		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
18		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
19		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		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.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
6		No Dashii The No Dashii points to a player. That player dies.
7		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
8		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
9		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
10		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.
11		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.
12		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13		Butler The Butler points to a player. Mark that player as 'Master'.
14		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
15		Dawn Wait for a few seconds. End the Night Phase.