Hello neighbour v1.0.0 *by Hellsey*

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



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



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



Undertaker
Each night*, you learn which character died by execution today.



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.



Farmer
If you die at night, an alive good player becomes a Farmer.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



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.



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.

MINION



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



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



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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

DEMON



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Marionette
6. Preacher
7. Poisoner
8. Devil's Advocate
9. Chef
10. Empath
11. Clockmaker
12. Noble
13. Cult Leader
14. Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS



Bone Collector

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



Gangster

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



Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



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.

OTHER NIGHTS

1. Dusk
2. Preacher
3. Poisoner
4. Devil's Advocate
5. Fang Gu
6. No Dashii
7. Vortox
8. Al-Hadikhia
9. Acrobat
10. Choirboy
11. Farmer
12. Moonchild
13. Empath
14. Undertaker
15. King
16. Cult Leader
17. 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. **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. **King**
   Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
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. **Preacher**
   The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
8. **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
9. **Chef**
   Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11. **Clockmaker**
    Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
12. **Noble**
    Point to 3 players including one evil player, in no particular order.
13. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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

2 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

4 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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

7 **Vortox**
The Vortox points to a player. That player dies.

8 **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.

9 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

10 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

11 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

12 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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

14 **Undertaker**
If a player was executed today: Show that player's character token.

15 **King**
If there are more dead than living, show the King a character token of a living player.

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

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