# Outsiders? What Outsiders? v1.0.0 *by Damon*

Djinn

## TOWNSFOLK



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



### 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.



### Flowergirl
Each night*, you learn if a Demon voted today.



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



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



### Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



### 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.



### Sage
If the Demon kills you, you learn that it is 1 of 2 players.



### Fool
The first time you die, you don't.



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



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

## OUTSIDER



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



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



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



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



### Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINION



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



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



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



### Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

## DEMON



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



### Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



### 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

*Outsiders? What Outsiders? — by Damon*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Marionette
6. Godfather
7. Mezepheles
8. Librarian
9. Empath
10. Clockmaker
11. Seamstress
12. Balloonist
13. Dawn

## FABLED, JINXES & LORIC

**Recluse & Sage**

The Recluse might register as the Demon to the Sage.

**Marionette & Balloonist**

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Mezepheles
4. Lunatic
5. Exorcist
6. Fang Gu
7. No Dashii
8. Vigormortis
9. Godfather
10. Barber
11. Sage
12. Empath
13. Undertaker
14. Flowergirl
15. Seamstress
16. Balloonist
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

*Outsiders? What Outsiders? — by Damon*

| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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**<br>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 |  | **Marionette**<br>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**<br>Show each of the Outsider tokens in play. |
| 7 |  | **Mezepheles**<br>Show the Mezepheles their secret word. |
| 8 |  | **Librarian**<br>Show the character token of an Outsider in play. Point to two players, one of which is that character. |
| 9 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 10 |  | **Clockmaker**<br>Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion. |
| 11 |  | **Seamstress**<br>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 |  | **Balloonist**<br>Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character. |
| 13 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

*Outsiders? What Outsiders? — by Damon*

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

2  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

3  **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

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  **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

6  **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.

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

8  **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

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

10  **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

11  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

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

14  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

15  **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.

16  **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.

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