Insiders v2.0.0 *by Viva La Sam*

Djinn

TOWNSFOLK

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

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

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.

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.

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

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

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

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

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

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

Soldier
You are safe from the Demon.

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

OUTSIDER

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

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

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

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

Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMON

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

Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

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

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Widow
5. Godfather
6. Witch
7. Huntsman
8. Damsel
9. Empath
10. Fortune Teller
11. Clockmaker
12. Seamstress
13. Noble
14. Chambermaid
15. Dawn

FABLED, JINXES & LORIC

Widow & Damsel

If the Widow is (or has been) in play, the Damsel is poisoned.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Witch
4. Po
5. Fang Gu
6. No Dashii
7. Vigormortis
8. Assassin
9. Godfather
10. Gossip
11. Huntsman
12. Damsel
13. Farmer
14. Moonchild
15. Empath
16. Fortune Teller
17. Seamstress
18. Chambermaid
19. 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 **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

5 **Godfather**
Show each of the Outsider tokens in play.

6 **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

7 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

8 **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

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

10 **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.

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

12 **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.

13 **Noble**
Point to 3 players including one evil player, in no particular order.

14 **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.

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

3 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

4 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

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 **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.

8 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

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

11 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

12 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

13 **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.

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

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

16 **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.

17 **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.

18 **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.

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