

TOWNSFOLK



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Balloonist

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



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Huntsman

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Virgin

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



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



King

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



Choirboy

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



Sage

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



Pixie

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



Grandmother

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

OUTSIDER



Barber

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



Drunk

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



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Damsel

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



Mutant

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



Sweetheart

When you die, 1 player is drunk from now on.

MINION



Poisoner

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



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Baron

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



Godfather

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

DEMON



Fang Gu

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



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

Fun with Outsiders — by MRam21

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poppy Grower
- 5  King
- 6  Poisoner
- 7  Snake Charmer
- 8  Godfather
- 9  Pixie
- 10  Huntsman
- 11  Damsel
- 12  Grandmother
- 13  Balloonist
- 14  Nightwatchman
- 15  Dawn

FABLED, JINXES & LORIC

-  **Pit-Hag & Goon**
If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.
-  **Pit-Hag & Damsel**
If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.
-  **Legion & Politician**
The Politician might register as evil to Legion.
-  **Pit-Hag & Politician**
If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

FABLED

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

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Poisoner
- 4  Snake Charmer
- 5  Pit-Hag
- 6  Legion
- 7  Fang Gu
- 8  Godfather
- 9  Barber
- 10  Sweetheart
- 11  Sage
- 12  Choirboy
- 13  Huntsman
- 14  Damsel
- 15  Grandmother
- 16  Balloonist
- 17  King
- 18  Nightwatchman
- 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

Fun with Outsiders — by MRam21

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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
8		Godfather Show each of the Outsider tokens in play.
9		Pixie Show the Pixie 1 in-play Townsfolk character token.
10		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.
11		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
12		Grandmother Show the marked character token. Point to the marked player.
13		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
14		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Fun with Outsiders — by MRam21

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
5		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
6		Legion Choose a player, that player dies.
7		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.
8		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
9		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.
10		Sweetheart Choose a player that is drunk.
11		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
12		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
13		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.
14		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
15		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
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		King If there are more dead than living, show the King a character token of a living player.
18		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
19		Dawn Wait for a few seconds. End the Night Phase.