WhatAreOutsiders? v1.0.0 *by MRam21*

Djinn

TOWNSFOLK

Alchemist

You have a not-in-play Minion ability.

Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

Choirboy

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

Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

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.

Huntsman

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

King

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

Oracle

Each night*, you learn how many dead players are evil.

Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Savant

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

Undertaker

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

OUTSIDER

Drunk

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

Damsel

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

MINION

Poisoner

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

Witch

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

Cerenovus

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

Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

Marionette

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

Pit-Hag

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

DEMON

Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Legion

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

Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Vigormortis

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

Quick Reference

WhatAreOutsiders? — by MRam21

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
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4. Philosopher
5. Alchemist
6. King
7. Marionette
8. Lil' Monsta
9. Poisoner
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13. Damsel
14. Amnesiac
15. Fortune Teller
16. Dreamer
17. Chambermaid
18. D — Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Scarlet Woman

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

Marionette & Huntsman

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

Pit-Hag & Damsel

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Marionette & Lil' Monsta

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Poisoner
4. Witch
5. Cerenovus
6. Pit-Hag
7. Scarlet Woman
8. Legion
9. Imp
10. Vigormortis
11. Lil' Monsta
12. Choirboy
13. Huntsman
14. Damsel
15. Amnesiac
16. Fortune Teller
17. Undertaker
18. Dreamer
19. Oracle
20. King
21. Chambermaid
22. D — 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 **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 **Alchemist**
Show the Alchemist a not-in-play Minion token

6 **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

7 **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.

8 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

9 **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

11 **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.

12 **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.

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

14 **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

15 **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.

16 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

17 **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.

18 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 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

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

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

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 **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.

7 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

8 **Legion**
Choose a player, that player dies.

9 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

10 **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.

11 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

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 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

18 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

19 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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

21 **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.

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