Who Looked Outside? v1.0.0 *by Mr Adam Whitney*

Hell's Librarian · Deus ex Fiasco · Djinn

TOWNSFOLK



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



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



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



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.



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



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

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.



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



Zealot
If there are 5 or more players alive, you must vote for every nomination.

MINION



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



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Wraith
You may choose to open your eyes at night. You wake when other evil players do.



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Lunatic
6. Poisoner
7. Fortune Teller
8. Grandmother
9. Dreamer
10. Noble
11. Balloonist
12. Dawn

FABLED, JINXES & LORIC

Cannibal & Zealot

If the Cannibal gains the Zealot ability, the Cannibal learns this.

Magician & Wraith

After each execution, the living Magician may publicly guess a living player as the Wraith. If correct, the Demon must choose the Wraith tonight.

Yaggababble & Exorcist

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

FABLED

Hell's Librarian

Something bad might happen to whoever talks when the Storyteller has asked for silence.

Deus ex Fiasco

At least once per game, the Storyteller will make a mistake, correct it, and publicly admit to it.

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Lunatic
5. Exorcist
6. Lycanthrope
7. Shabaloth
8. No Dashii
9. Professor
10. Grandmother
11. Fortune Teller
12. Dreamer
13. Oracle
14. Balloonist
15. 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  **Magician**

5  **Lunatic**
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.

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

7  **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.

8  **Grandmother**
Show the marked character token. Point to the marked player.

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

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

11  **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.

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2 
Poisoner
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 
Monk
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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 
Lycanthrope
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

7 
Shabaloth
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

8 
No Dashii
The No Dashii points to a player. That player dies.

9 
Professor
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

10 
Grandmother
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

11 
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.

12 
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

13 
Oracle
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

14 
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.

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