# Inside Out v1.0.0 *by Zobody*

Doomsayer Sentinel

## TOWNSFOLK



### 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.



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



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



### Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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

## 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.

## MINION



### Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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

## DEMON



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

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. Librarian
6. Empath
7. Spy
8. Chambermaid
9. D — Dawn

## FABLED, JINXES & LORIC

### FABLED

**Doomsayer**
If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

**Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

### RECOMMENDED TRAVELLERS

**Barista**
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

**Harlot**
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

**Beggar**
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

**Scapegoat**
If a player of your alignment is executed, you might be executed instead.

**Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

## OTHER NIGHTS

1. D — Dusk
2. Lunatic
3. Vigormortis
4. Sage
5. Empath
6. Spy
7. Chambermaid
8. 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  **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.

5  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

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

7  **Spy**
Show the Grimoire to the Spy for as long as they need.

8  **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.

9 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 **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.

3 **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.

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

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

6 **Spy**
Show the Grimoire to the Spy for as long as they need.

7 **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.

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