# Trouble Outsiding v1.0.0 *by Vivid*

Djinn

## TOWNSFOLK



**Noble**

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



**Pixie**

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



**Bounty Hunter**

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



**Empath**

Each night, you learn how many of your 2 alive neighbours are evil.



**Balloonist**

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



**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.



**Slayer**

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



**Soldier**

You are safe from the Demon.



**Cannibal**

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



**Sage**

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



**Mayor**

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



**Virgin**

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

## OUTSIDER



**Hermit**

You have all Outsider abilities. [-0 or -1 Outsider]



**Drunk**

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



**Recluse**

You might register as evil & as a Minion or Demon, even if dead.



**Politician**

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

## MINION



**Poisoner**

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



**Spy**

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



**Marionette**

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



**Scarlet Woman**

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



**Boffin**

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

## DEMON



**Imp**

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



**Kazali**

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



**Lord of Typhon**

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

# Quick Reference

*Trouble Outsiding — by Vivid*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Marionette
5. Poisoner
6. Pixie
7. Empath
8. Noble
9. Balloonist
10. Bounty Hunter
11. Spy
12. D — Dawn

## FABLED, JINXES & LORIC

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

**Bounty Hunter & Kazali**
If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

**Boffin & Drunk**
The Demon cannot have the Drunk ability.

**Recluse & Sage**
The Recluse might register as the Demon to the Sage.

**Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

**Boffin & Politician**
The Demon cannot have the Politician ability.

### FABLED

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

### RECOMMENDED TRAVELLERS

**Thief**
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

**Bureaucrat**
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

**Gunslinger**
Each day, after the 1st vote has been tallied, you may choose a player that voted: they 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.

## OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Monk
4. Scarlet Woman
5. Imp
6. Sage
7. Empath
8. Oracle
9. Balloonist
10. Bounty Hunter
11. Spy
12. 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

*Trouble Outsiding — by Vivid*

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  **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.

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

6  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

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

9  **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.

10  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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

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

5 **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.

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

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

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

9 **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.

10 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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

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