

Outsider Count v1.0.0 *by Malashaan*

TOWNSFOLK



Noble

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



Snake Charmer

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



Investigator

You start knowing that 1 of 2 players is a particular Minion.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Balloonist

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



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.

OUTSIDER



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Drunk

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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



Godfather

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



Baron

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

DEMON



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

Outsider Count — by Malashaan

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snake Charmer
- 5  Godfather
- 6  Investigator
- 7  Noble
- 8  Balloonist
- 9  Leviathan
- 10  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Gambler
- 3  Snake Charmer
- 4  Godfather
- 5  Gossip
- 6  Moonchild
- 7  Balloonist
- 8  Leviathan
- 9  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		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		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		Godfather Show each of the Outsider tokens in play.
6		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
7		Noble Point to 3 players including one evil player, in no particular order.
8		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.
9		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
10		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Outsider Count — by Malashaan

- 1  **Dusk**
| Start the Night Phase.
- 2  **Gambler**
| The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
- 3  **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.
- 4  **Godfather**
| If an Outsider died today: The Godfather points to a player. That player dies.
- 5  **Gossip**
| If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
- 6  **Moonchild**
| If the Moonchild used their ability to target a player today: If that player is good, they die.
- 7  **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.
- 8  **Leviathan**
| Change the Leviathan Day reminder for the next day.
- 9  **Dawn**
| Wait for a few seconds. End the Night Phase.