Outlast v1.0.0 *by Luke Jones*

Storm Catcher

TOWNSFOLK



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



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



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



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



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Fool
The first time you die, you don't.



Tea Lady
If both your alive neighbours are good, they can't die.



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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



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

OUTSIDER



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



Sweetheart
When you die, 1 player is drunk from now on.



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



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

MINION



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



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



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



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

DEMON



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Lunatic
6. Sailor
7. Lleech
8. Poisoner
9. Devil's Advocate
10. Huntsman
11. Damsel
12. Librarian
13. Investigator
14. Empath
15. Grandmother
16. Dawn

FABLED, JINXES & LORIC

LORIC



Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Poisoner
5. Devil's Advocate
6. Scarlet Woman
7. Lunatic
8. Lycanthrope
9. Zombuul
10. No Dashii
11. Lleech
12. Acrobat
13. Sweetheart
14. Huntsman
15. Damsel
16. Moonchild
17. Grandmother
18. Empath
19. Oracle
20. 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 **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 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

7 **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

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

9 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

10 **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.

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

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

13 **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

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

16 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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

5 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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

7 **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.

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

9 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

10 **No Dashii**
The No Dashii points to a player. That player dies.

11 **Lleech**
The Lleech points to a player. That player dies.

12 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

13 **Sweetheart**
Choose a player that is drunk.

14 **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.

15 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

16 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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

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

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

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