Out of Alignment v1.3.0 *by Tangledbones*

Spirit of Ivory · Djinn · Duchess

TOWNSFOLK

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

Chef
You start knowing how many pairs of evil players there are.

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

Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

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

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

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

Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

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

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

Pacifist
Executed good players might not die.

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

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

OUTSIDER

Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

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.

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

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

MINION

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

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

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

Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON

Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

Out of Alignment — by Tangledbones

FIRST NIGHT

1 D Dusk
2 M Minion Info
3 D Demon Info
4 Philosopher
5 Magician
6 Lunatic
7 Marionette
8 Evil Twin
9 Mezepheles
10 Chef
11 Empath
12 Seamstress
13 Noble
14 Bounty Hunter
15 Cult Leader
16 D Dawn

FABLED, JINXES & LORIC

Bounty Hunter & Philosopher
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

Magician & Marionette
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

Magician & Legion
If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

FABLED

Spirit of Ivory
There can't be more than 1 extra evil player.

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

Duchess
Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

RECOMMENDED TRAVELLERS

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

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

Deviant
If you were funny today, you cannot die by exile.

Voudon
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

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

OTHER NIGHTS

1 D Dusk
2 Philosopher
3 Mezepheles
4 Lunatic
5 Lycanthrope
6 Legion
7 Fang Gu
8 Vortox
9 Moonchild
10 Empath
11 Oracle
12 Seamstress
13 Bounty Hunter
14 Cult Leader
15 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 **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 **Magician**

6 **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.

7 **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.

8 **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

9 **Mezepheles**
Show the Mezepheles their secret word.

10 **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

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

12 **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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

14 **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.

15 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

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

6 **Legion**
Choose a player, that player dies.

7 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

8 **Vortox**
The Vortox points to a player. That player dies.

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

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

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

12 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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

14 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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