Baby it's Cold Outside v1.0.0 *by Dandalf*

Sentinel Djinn

TOWNSFOLK

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

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

Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

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

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

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

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

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

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

Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

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

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

OUTSIDER

Saint
If you die by execution, your team loses.

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

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

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

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

Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION

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

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

Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

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

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]

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

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

Baby it's Cold Outside — by Dandalf

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Lunatic
6. Lil' Monsta
7. Snake Charmer
8. Godfather
9. Pixie
10. Huntsman
11. Damsel
12. Librarian
13. Fortune Teller
14. Balloonist
15. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Scarlet Woman

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

Pit-Hag & Damsel

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

FABLED

Sentinel

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

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Gambler
4. Snake Charmer
5. Pit-Hag
6. Scarlet Woman
7. Lunatic
8. Fang Gu
9. No Dashii
10. Lil' Monsta
11. Godfather
12. Sage
13. Professor
14. Huntsman
15. Damsel
16. Moonchild
17. Fortune Teller
18. Oracle
19. Balloonist
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

Baby it's Cold Outside — by Dandalf

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
Lil' Monsta
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

7
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.

8
Godfather
Show each of the Outsider tokens in play.

9
Pixie
Show the Pixie 1 in-play Townsfolk character token.

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
Fortune Teller
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

14
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.

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

Other Nights

Baby it's Cold Outside — by Dandalf

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
Gambler
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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
Pit-Hag
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

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
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.

9
No Dashii
The No Dashii points to a player. That player dies.

10
Lil' Monsta
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

11
Godfather
If an Outsider died today: The Godfather points to a player. That player dies.

12
Sage
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

13
Professor
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

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
Fortune Teller
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

18
Oracle
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

19
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.

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