# A&D is for Outsider v1.0.0 *by Dekcin*

Bootlegger Djinn

## TOWNSFOLK



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



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



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



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



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



### High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



### Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



### Undertaker
Each night*, you learn which character died by execution today.



### Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



### Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



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



### Alchemist
You have a not-in-play Minion ability.



### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

## OUTSIDER



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



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

## MINION



### Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



### 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.



### Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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



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

## DEMON



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



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



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

# Quick Reference

*A&D is for Outsider — by Dekcin*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Alchemist
6. Snake Charmer
7. Evil Twin
8. Pixie
9. Damsel
10. Amnesiac
11. Librarian
12. Empath
13. Grandmother
14. Noble
15. Mathematician
16. D — Dawn

## FABLED, JINXES & LORIC

**Alchemist & Boffin**

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

**Mathematician & Drunk**

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

**Boffin & Drunk**

The Demon cannot have the Drunk ability.

### FABLED

**Djinn**

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

### LORIC

**Bootlegger**

This script has homebrew characters or rules.

## OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Snake Charmer
4. Monk
5. Fang Gu
6. No Dashii
7. Vortox
8. Sage
9. Damsel
10. Amnesiac
11. Grandmother
12. Empath
13. Undertaker
14. Mathematician
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

*A&D is for Outsider — by Dekcin*

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 **Alchemist**
Show the Alchemist a not-in-play Minion token

6 **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.

7 **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.

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

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

10 **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

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

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

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

15 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

# Other Nights

*A&D is for Outsider — by Dekcin*

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 

**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 

**Monk**

The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5 

**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.

6 

**No Dashii**

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

7 

**Vortox**

The Vortox points to a player. That player dies.

8 

**Sage**

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

9 

**Damsel**

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

10 

**Amnesiac**

If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

11 

**Grandmother**

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

12 

**Empath**

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

13 

**Undertaker**

If a player was executed today: Show that player's character token.

14 

**Mathematician**

Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

15 D

**Dawn**

Wait for a few seconds. End the Night Phase.