Dookin Fer Outsiders v1.0.0 *by Charlie Two Teas*

Sentinel

TOWNSFOLK



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



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



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



Soldier
You are safe from the Demon.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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

MINION



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



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

DEMON



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Quick Reference

Dookin Fer Outsiders — by Charlie Two Teas

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Sailor
6. Poisoner
7. Washerwoman
8. Dawn

FABLED, JINXES & LORIC

FABLED



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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Poisoner
5. Shabaloth
6. Sweetheart
7. Ravenkeeper
8. 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 

Sailor

The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6 

Poisoner

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

7 

Washerwoman

Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

8 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  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

7  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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