# Dark and Stormy 2.0 v2.0.0 *by Delightful Peacock*

Bootlegger Storm Catcher

## TOWNSFOLK



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



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



### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



### King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



### Flowergirl
Each night*, you learn if a Demon voted today.



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



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



### Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



### Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



### Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



### Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



### Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

## OUTSIDER



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



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



### Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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

## MINION



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



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



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



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



### Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMON



### Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



### 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

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. King
6. Sailor
7. Marionette
8. Poisoner
9. Godfather
10. Devil's Advocate
11. Pukka
12. Grandmother
13. Seamstress
14. Chambermaid
15. Dawn

## FABLED, JINXES & LORIC

### BOOTLEGGER RULES

> *The Storm Catcher favours the Drunk. The evil team learns this as normal, but the Demon learns which character token that player saw.*

### LORIC



**Bootlegger**
This script has homebrew characters or rules.



**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. Poppy Grower
3. Sailor
4. Poisoner
5. Gambler
6. Devil's Advocate
7. Exorcist
8. Pukka
9. Fang Gu
10. Vortox
11. Godfather
12. Gossip
13. Barber
14. Choirboy
15. Grandmother
16. Flowergirl
17. Oracle
18. Seamstress
19. King
20. Chambermaid
21. 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. **Dusk**
   Start the Night Phase.
2. **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. **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.  **Poppy Grower**
   Do not inform the Demon/Minions who each other are
5.  **King**
   Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6.  **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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.  **Poisoner**
   The Poisoner points to a player. That player is poisoned.
9.  **Godfather**
   Show each of the Outsider tokens in play.
10.  **Devil's Advocate**
    The Devil's Advocate points to a living player. That player survives execution tomorrow.
11.  **Pukka**
    The Pukka points to a player. That player is poisoned.
12.  **Grandmother**
    Show the marked character token. Point to the marked player.
13.  **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.
14.  **Chambermaid**
    The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.

# Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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

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

7 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

8 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

9 **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.

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

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

12 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

13 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

14 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

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

16 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

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

18 **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.

19 **King**
If there are more dead than living, show the King a character token of a living player.

20 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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