Seeds of Doubt v1.0.0 *by ManeCharacterSyndrome*

Djinn Spirit of Ivory

TOWNSFOLK



Steward
You start knowing 1 good player.



Knight
You start knowing 2 players that are not the Demon.



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



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



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



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



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



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



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



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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



Farmer
If you die at night, an alive good player becomes a Farmer.



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

OUTSIDER



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



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



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



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



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



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



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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

Quick Reference

Seeds of Doubt — by ManeCharacterSyndrome

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Lunatic
7. Marionette
8. Pukka
9. Pixie
10. Grandmother
11. Bounty Hunter
12. Cult Leader
13. Chambermaid
14. Dawn

FABLED, JINXES & LORIC

Boffin & Ogre
The Demon cannot have the Ogre ability.

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

Boffin & Drunk
The Demon cannot have the Drunk ability.

Boffin & Cult Leader
If the Demon has the Cult Leader ability, they can't turn good due to this ability.

Boffin & Politician
The Demon cannot have the Politician ability.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

FABLED

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

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

RECOMMENDED TRAVELLERS

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Beggar
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

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

Gnome
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

Bishop
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Scarlet Woman
4. Lunatic
5. Lycanthrope
6. Imp
7. Pukka
8. No Dashii
9. Vortox
10. Farmer
11. Grandmother
12. Undertaker
13. Bounty Hunter
14. Cult Leader
15. Chambermaid
16. 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Poppy Grower**
Do not inform the Demon/Minions who each other are

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  **Pukka**
The Pukka points to a player. That player is poisoned.

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

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

11  **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.

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

13  **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.

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

3 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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

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

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

10 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

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

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 **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.

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