Storm of Doubt v1.0.3 *by Nemesis*

Sentinel · Bootlegger · Storm Catcher · Djinn

TOWNSFOLK



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



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



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



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



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



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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



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



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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



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

OUTSIDER



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



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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



Heretic ♂♂
Whoever wins, loses & whoever loses, wins, even if you are dead.

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.



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



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

DEMON



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



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



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

Storm of Doubt — by Nemesis

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Sailor
7. Lleech
8. Poisoner
9. Courtier
10. Godfather
11. Devil's Advocate
12. Fearmonger
13. Pukka
14. Pixie
15. Damsel
16. Balloonist
17. Bounty Hunter
18. Dawn

FABLED, JINXES & LORIC

Heretic & Godfather

Only 1 jinxed character can be in play.

Bounty Hunter & Philosopher

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

Heretic & Lleech

Only 1 jinxed character can be in play.

BOOTLEGGER RULES

> *1. Ignore the Djinn for Heretic interactions. For the Lleech-Heretic, follow the old jinx - If the Lleech has poisoned the Heretic then the Lleech dies, the Heretic remains poisoned.*
> *2. If there are 2 alive demons of different alignment, the good demon wakes up first at night.*

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.

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. Philosopher
3. Sailor
4. Poisoner
5. Courtier
6. Devil's Advocate
7. Fearmonger
8. Scarlet Woman
9. Lycanthrope
10. Pukka
11. Vigormortis
12. Lleech
13. Godfather
14. Gossip
15. Damsel
16. Farmer
17. Balloonist
18. Bounty Hunter
19. 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

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

7  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

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

9  **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

10  **Godfather**
Show each of the Outsider tokens in play.

11  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

12  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

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

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

16  **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.

17  **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.

18 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 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

7 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

9 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

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

11 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

12 **Lleech**
The Lleech points to a player. That player dies.

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

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

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

16 **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.

17 **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.

18 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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