

TOWNSFOLK



Noble

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



Chef

You start knowing how many pairs of evil players there are.



Bounty Hunter

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



Balloonist

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



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.



Oracle

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



Monk

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.



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.



Ravenkeeper

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



Town Crier

Each night*, you learn if a Minion nominated today.



Pacifist

Executed good players might not die.

OUTSIDER



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



Drunk

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



Tinker

You might die at any time.



Sweetheart

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

MINION



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Devil's Advocate

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



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.



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

DEMON



Vigormortis

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



Vortex

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



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Leech

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

Distilled Deception — by Nemesis

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Alchemist
- 5  Leech
- 6  Widow
- 7  Devil's Advocate
- 8  Evil Twin
- 9  Chef
- 10  Noble
- 11  Balloonist
- 12  Bounty Hunter
- 13  D Dawn

FABLED, JINXES & LORIC

-  **Legion & Summoner**
If Legion is summoned, all evil players become Legion.
-  **Alchemist & Summoner**
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]
-  **Alchemist & Widow**
An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.

BOOTLEGGER RULES

| Alchemist learns their correct ability in a Vortex game

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.

OTHER NIGHTS

- 1  Dusk
- 2  Monk
- 3  Devil's Advocate
- 4  Legion
- 5  Vortex
- 6  Vigormortis
- 7  Leech
- 8  Gossip
- 9  Acrobat
- 10  Sweetheart
- 11  Tinker
- 12  Ravenkeeper
- 13  Town Crier
- 14  Oracle
- 15  Balloonist
- 16  Bounty Hunter
- 17  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

Distilled Deception — by Nemesis

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		Alchemist Show the Alchemist a not-in-play Minion token
5		Lleech The Lleech points to a player. Place the Poisoned reminder token.
6		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
7		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		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.
9		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10		Noble Point to 3 players including one evil player, in no particular order.
11		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.
12		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.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Distilled Deception — by Nemesis

1		Dusk Start the Night Phase.
2		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
3		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		Legion Choose a player, that player dies.
5		Vortex The Vortex points to a player. That player dies.
6		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.
7		Lleech The Lleech points to a player. That player dies.
8		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
10		Sweetheart Choose a player that is drunk.
11		Tinker The Tinker might die.
12		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
13		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
14		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
15		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.
16		Bounty Hunter If the known evil player has died, point to another evil player.
17		Dawn Wait for a few seconds. End the Night Phase.