# Love is in Despair v1.0.0 *by James Ball*

Pope Bootlegger Sentinel Djinn

## TOWNSFOLK



### Empath

Each night, you learn how many of your 2 alive neighbours are evil.

## 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.



### Sweetheart

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



### Damsel

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

## MINION



### Harpy

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



### Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



### 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.



### Scarlet Woman

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

## DEMON



### 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.



### Vigormortis

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



### Vortox

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

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Widow
5. Witch
6. Damsel
7. Empath
8. D — Dawn

## FABLED, JINXES & LORIC

**Widow & Damsel**
If the Widow is (or has been) in play, the Damsel is poisoned.

### BOOTLEGGER RULES

> *Demons do not receive bluffs*

### 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

**Pope**
There are duplicate good characters in play. They might also be bluffs.

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

## OTHER NIGHTS

1. D — Dusk
2. Witch
3. Scarlet Woman
4. Imp
5. No Dashii
6. Vortox
7. Vigormortis
8. Sweetheart
9. Damsel
10. Empath
11. 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

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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  **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.

5  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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

7  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

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

# Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   **Witch**
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
3. 
   **Scarlet Woman**
   If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
4. 
   **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.
5. 
   **No Dashii**
   The No Dashii points to a player. That player dies.
6. 
   **Vortox**
   The Vortox points to a player. That player dies.
7. 
   **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.
8. 
   **Sweetheart**
   Choose a player that is drunk.
9. 
   **Damsel**
   If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
10. 
    **Empath**
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
11. **Dawn**
    Wait for a few seconds. End the Night Phase.