

## TOWNSFOLK



### Knight

You start knowing 2 players that are not the Demon.



### Investigator

You start knowing that 1 of 2 players is a particular Minion.



### 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]



### Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



### Flowergirl

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



### Savant

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



### Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



### Alchemist

You have a not-in-play Minion ability.



### Ravenkeeper

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



### Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



### Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



### Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

## OUTSIDER



### Saint

If you die by execution, your team loses.



### Recluse

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



### Drunk

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



### Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

## MINION



### Witch

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



### Fearmonger

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



### Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



### Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

## DEMON



### Pukka

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



### 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.



### Vigormortis

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



### 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

Deafening Silence — by purplpasta

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Sailor
- 6  Leech
- 7  Witch
- 8  Fearmonger
- 9  Pukka
- 10  Amnesiac
- 11  Investigator
- 12  Balloonist
- 13  Mathematician
- 14  Dawn

## FABLED, JINXES & LORIC

-  **Alchemist & Organ Grinder**  
If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.
-  **Vizier & Investigator**  
The Storyteller doesn't declare the Vizier is in play.
-  **Mathematician & Drunk**  
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.
-  **Vizier & Fearmonger**  
The Vizier wakes with the Fearmonger, learns who they choose and cannot choose to immediately execute that player.

### FABLED

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

## OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Witch
- 4  Fearmonger
- 5  Pukka
- 6  Fang Gu
- 7  Vigormortis
- 8  Leech
- 9  Amnesiac
- 10  Ravenkeeper
- 11  Flowergirl
- 12  Balloonist
- 13  Mathematician
- 14  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  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                   |
| 2  |    | <b>Minion Info</b><br>  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  |    | <b>Demon Info</b><br>  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  |    | <b>Alchemist</b><br>  Show the Alchemist a not-in-play Minion token                                                                                                                                       |
| 5  |    | <b>Sailor</b><br>  The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                               |
| 6  |    | <b>Lleech</b><br>  The Lleech points to a player. Place the Poisoned reminder token.                                                                                                                      |
| 7  |    | <b>Witch</b><br>  The Witch points to a player. If that player nominates tomorrow they die immediately.                                                                                                   |
| 8  |    | <b>Fearmonger</b><br>  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.                          |
| 9  |    | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned.                                                                                                                                  |
| 10 |   | <b>Amnesiac</b><br>  Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                |
| 11 |  | <b>Investigator</b><br>  Show the character token of a Minion in play. Point to two players, one of which is that character.                                                                              |
| 12 |  | <b>Balloonist</b><br>  Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.                                           |
| 13 |  | <b>Mathematician</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.                                                              |
| 14 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                             |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                         |
| 2  |    | <b>Sailor</b><br>  The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                     |
| 3  |    | <b>Witch</b><br>  If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.                                                                                                                                                                                                                                   |
| 4  |    | <b>Fearmonger</b><br>  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.                                                                                                                                                          |
| 5  |    | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned. The previously poisoned player dies.                                                                                                                                                                                                                                                                   |
| 6  |    | <b>Fang Gu</b><br>  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. |
| 7  |    | <b>Vigormortis</b><br>  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  |    | <b>Lleech</b><br>  The Lleech points to a player. That player dies.                                                                                                                                                                                                                                                                                                             |
| 9  |    | <b>Amnesiac</b><br>  If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                                                                                                            |
| 10 |   | <b>Ravenkeeper</b><br>  If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.                                                                                                                                                                                                                                                |
| 11 |  | <b>Flowergirl</b><br>  Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).                                                                                                                                                                                                                       |
| 12 |  | <b>Balloonist</b><br>  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.                                                                                                                       |
| 13 |  | <b>Mathematician</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.                                                                                                                                                                                                                                    |
| 14 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |