

TOWNSFOLK



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Mathematician

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



Oracle

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



Undertaker

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



Monk

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



Amnesiac

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Philosopher

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



Soldier

You are safe from the Demon.



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.



Minstrel

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



Acrobat

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

OUTSIDER



Tinker

You might die at any time.



Saint

If you die by execution, your team loses.



Recluse

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

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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.



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Baron

There are extra Outsiders in play. [+2 Outsiders]

DEMON



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Vortex

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

Quick Reference

Delvers of Madness — by Zadon

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Alchemist
- 6  Preacher
- 7  Godfather
- 8  Witch
- 9  Fearmonger
- 10  Amnesiac
- 11  Fortune Teller
- 12  Mathematician
- 13  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Preacher
- 4  Monk
- 5  Witch
- 6  Fearmonger
- 7  Po
- 8  No Dashii
- 9  Vortex
- 10  Assassin
- 11  Godfather
- 12  Acrobat
- 13  Amnesiac
- 14  Tinker
- 15  Ravenkeeper
- 16  Fortune Teller
- 17  Undertaker
- 18  Oracle
- 19  Mathematician
- 20  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

Delvers of Madness — by Zadon

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		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		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7		Godfather Show each of the Outsider tokens in play.
8		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
9		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.
10		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
12		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Delvers of Madness — by Zadon

1		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		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
4		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
5		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
6		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.
7		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal, or points to a player. Chosen players die
8		No Dashii The No Dashii points to a player. That player dies.
9		Vortex The Vortex points to a player. That player dies.
10		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
13		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		Tinker The Tinker might die.
15		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
16		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
17		Undertaker If a player was executed today: Show that player's character token.
18		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
19		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
20		Dawn Wait for a few seconds. End the Night Phase.