A Mad Man's Defense v1.0.0 *by Rory Vivian*

Ventriloquist
Djinn

TOWNSFOLK



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



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.



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.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Tinker
You might die at any time.



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Saint
If you die by execution, your team loses.

MINION



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



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



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



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Poppy Grower
7. Snake Charmer
8. Godfather
9. Cerenovus
10. Pixie
11. Grandmother
12. Dawn

FABLED, JINXES & LORIC

Yaggababble & Exorcist

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

Cerenovus & Goblin

The Cerenovus may choose to make a player mad that they are the Goblin.

FABLED

Djinn

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

LORIC

Ventriloquist

If a player is mad as a fresh character during their nomination, they might not die if executed today.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Innkeeper
5. Gambler
6. Snake Charmer
7. Cerenovus
8. Pit-Hag
9. Exorcist
10. Assassin
11. Godfather
12. Gossip
13. Acrobat
14. Sweetheart
15. Farmer
16. Tinker
17. Moonchild
18. Grandmother
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 
Poppy Grower
Do not inform the Demon/Minions who each other are

7 
Snake Charmer
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

8 
Godfather
Show each of the Outsider tokens in play.

9 
Cerenovus
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

10 
Pixie
Show the Pixie 1 in-play Townsfolk character token.

11 
Grandmother
Show the marked character token. Point to the marked player.

12 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 

Poppy Grower

If the Poppy Grower has died, show the Minions/Demon who each other are.

4 

Innkeeper

The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

5 

Gambler

The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

6 

Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

7 

Cerenovus

The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

8 

Pit-Hag

The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

9 

Exorcist

The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

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 

Gossip

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

13 

Acrobat

If a good living neighbour is drunk or poisoned, the Acrobat player dies.

14 

Sweetheart

Choose a player that is drunk.

15 

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.

16 

Tinker

The Tinker might die.

17 

Moonchild

If the Moonchild used their ability to target a player today: If that player is good, they die.

18 

Grandmother

If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

19 D

Dawn

Wait for a few seconds. End the Night Phase.