

TOWNSFOLK



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Bounty Hunter

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



Pixie

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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.



Amnesiac

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



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Fool

The first time you die, you don't.



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.



Atheist

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

OUTSIDER



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Mutant

If you are "mad" about being an Outsider, you might be executed.



Damsel

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION



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.



Devil's Advocate

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



Cerenovus

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



Goblin

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



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Lleeach

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Vortex

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



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

The Mad House — by Zador

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Lunatic
- 6  Sailor
- 7  Marionette
- 8  Leech
- 9  Widow
- 10  Devil's Advocate
- 11  Cerenovus
- 12  Pixie
- 13  Huntsman
- 14  Damsel
- 15  Amnesiac
- 16  Librarian
- 17  Fortune Teller
- 18  Dreamer
- 19  Bounty Hunter
- 20  Nightwatchman
- 21  Leviathan
- 22  Dawn

FABLED, JINXES & LORIC

-  **Leviathan & Ravenkeeper**
Each night*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.
-  **Marionette & Huntsman**
If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.
-  **Widow & Damsel**
If the Widow is (or has been) in play, the Damsel is poisoned.
-  **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.
-  **Cerenovus & Goblin**
The Cerenovus may choose to make a player mad that they are the Goblin.
-  **Alchemist & Marionette**
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

FABLED

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

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Devil's Advocate
- 4  Cerenovus
- 5  Lunatic
- 6  Vortex
- 7  Leech
- 8  Huntsman
- 9  Damsel
- 10  Amnesiac
- 11  Ravenkeeper
- 12  Fortune Teller
- 13  Dreamer
- 14  Bounty Hunter
- 15  Nightwatchman
- 16  Leviathan
- 17  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

The Mad House — 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		Alchemist Show the Alchemist a not-in-play Minion token
5		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
6		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
8		Lleech The Lleech points to a player. Place the Poisoned reminder token.
9		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.
10		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
11		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.
12		Pixie Show the Pixie 1 in-play Townsfolk character token.
13		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
14		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
15		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
16		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
17		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.
18		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
19		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.
20		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
21		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
22		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

The Mad House — by Zadon

1		Dusk Start the Night Phase.
2		Sailor 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		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		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.
5		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
6		Vortex The Vortex points to a player. That player dies.
7		Leech The Leech points to a player. That player dies.
8		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
9		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
10		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
12		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.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		Bounty Hunter If the known evil player has died, point to another evil player.
15		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
16		Leviathan Change the Leviathan Day reminder for the next day.
17		Dawn Wait for a few seconds. End the Night Phase.