mad v67.0.0 *by mad*

Bootlegger · Sentinel · Angel · Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which 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.



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



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



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.

OUTSIDER



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



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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

MINION



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



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



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

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Alchemist
6. Lunatic
7. Marionette
8. Lil' Monsta
9. Lleech
10. Cerenovus
11. Pixie
12. Empath
13. Dreamer
14. Noble
15. Chambermaid
16. D — Dawn

FABLED, JINXES & LORIC

Cerenovus & Goblin

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

Plague Doctor & Goblin

If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Plague Doctor & Marionette

If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

Marionette & Lil' Monsta

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

BOOTLEGGER RULES

> *An Alchemist-Marionette has a not in play good character's ability*
> *If the Storyteller would gain the Marionette ability, then the Storyteller gets a not in play good character's ability.*
> *Use the old Alchemist ability: You have a not in play Minion ability*

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

Angel
Something bad might happen to whoever is most responsible for the death of a new player.

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

LORIC

Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Cerenovus
4. Lunatic
5. Lleech
6. Lil' Monsta
7. Empath
8. Dreamer
9. Chambermaid
10. 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  **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  **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.

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  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

9  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

10  **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.

11  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

13  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

14  **Noble**
Point to 3 players including one evil player, in no particular order.

15  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

Other Nights

mad — by mad

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 **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.

4 **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.

5 **Lleech**
The Lleech points to a player. That player dies.

6 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

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

8 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

9 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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