# Mad House v2 v1.0.2 *by Ayy*

Djinn

## TOWNSFOLK



### Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



### 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.



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



### Town Crier
Each night*, you learn if a Minion nominated today.



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



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



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



### Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



### Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



### Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



### Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

## OUTSIDER



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



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



### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

## MINION



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



### 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.



### Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



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

## DEMON



### No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



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



### 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

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Magician
5. Lunatic
6. Marionette
7. Snake Charmer
8. Witch
9. Cerenovus
10. Pixie
11. Amnesiac
12. Clockmaker
13. Seamstress
14. D — Dawn

## FABLED, JINXES & LORIC

**Vortox & Banshee**

If the Vortox kills the Banshee, all players learn that the Banshee has died.

**Magician & Marionette**

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. D — Dusk
2. Snake Charmer
3. Witch
4. Cerenovus
5. Pit-Hag
6. Lunatic
7. Fang Gu
8. No Dashii
9. Vortox
10. Vigormortis
11. Acrobat
12. Sweetheart
13. Amnesiac
14. Flowergirl
15. Town Crier
16. Oracle
17. Seamstress
18. 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  **Magician**

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  **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.

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  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

12  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

13  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

14 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 

**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.

3 

**Witch**

If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

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 

**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.

6 

**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.

7 

**Fang Gu**

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.

8 

**No Dashii**

The No Dashii points to a player. That player dies.

9 

**Vortox**

The Vortox points to a player. That player dies.

10 

**Vigormortis**

The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

11 

**Acrobat**

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

12 

**Sweetheart**

Choose a player that is drunk.

13 

**Amnesiac**

If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

14 

**Flowergirl**

Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

15 

**Town Crier**

Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

16 

**Oracle**

Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

17 

**Seamstress**

If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

18 D

**Dawn**

Wait for a few seconds. End the Night Phase.