

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.



Bounty Hunter

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Dreamer

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



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.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Amnesiac

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



Seamstress

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



Philosopher

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



Sweetheart

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



Mutant

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



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

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.



Cerenovus

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



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Godfather

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



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.

DEMON



Li'l Monsta

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



No Dashii

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



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

Mad About Town v4 — by LeoTheLeopardNZ

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Lil' Monsta
- 6  Poisoner
- 7  Widow
- 8  Godfather
- 9  Cerenovus
- 10  Pixie
- 11  Amnesiac
- 12  Grandmother
- 13  Dreamer
- 14  Seamstress
- 15  Bounty Hunter
- 16  D Dawn

FABLED, JINXES & LORIC



Bounty Hunter & Philosopher

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

FABLED



Sentinel

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



Djinn

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

RECOMMENDED TRAVELLERS



Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Deviant

If you were funny today, you cannot die by exile.



Voudon

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.



Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Poisoner
- 4  Innkeeper
- 5  Gambler
- 6  Cerenovus
- 7  Lycanthrope
- 8  Fang Gu
- 9  No Dashii
- 10  Lil' Monsta
- 11  Godfather
- 12  Sweetheart
- 13  Amnesiac
- 14  Grandmother
- 15  Ravenkeeper
- 16  Dreamer
- 17  Seamstress
- 18  Bounty Hunter
- 19  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		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		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		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.
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		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		Grandmother Show the marked character token. Point to the marked player.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
14		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.
15		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.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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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		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
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		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.
7		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
8		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.
9		No Dashii The No Dashii points to a player. That player dies.
10		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.
11		Godfather If an Outsider died today: The Godfather points to a player. That 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		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
15		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
16		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
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		Bounty Hunter If the known evil player has died, point to another evil player.
19		Dawn Wait for a few seconds. End the Night Phase.