# Madame is served v2.0.0 *by Bambi >T*

Djinn

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



**Chef**
You start knowing how many pairs of evil players there are.



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



**General**
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



**Balloonist**
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



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



**Juggler**
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



**Alsaahir**
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



**Farmer**
If you die at night, an alive good player becomes a Farmer.



**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



**Ogre**
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



**Butler**
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



**Recluse**
You might register as evil & as a Minion or Demon, even if dead.



**Zealot**
If there are 5 or more players alive, you must vote for every nomination.



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

## MINION



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



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



**Fearmonger**
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



**Boomdandy**
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

## DEMON



**Imp**
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



**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. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poisoner
6. Cerenovus
7. Fearmonger
8. Chef
9. Butler
10. Balloonist
11. General
12. Chambermaid
13. Dawn

## FABLED, JINXES & LORIC

**Recluse & Ogre**

If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

**Cannibal & Zealot**

If the Cannibal gains the Zealot ability, the Cannibal learns this.

**Cannibal & Butler**

If the Cannibal gains the Butler ability, the Cannibal learns this.

**Cannibal & Juggler**

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Cerenovus
5. Fearmonger
6. Imp
7. Fang Gu
8. Farmer
9. Town Crier
10. Oracle
11. Juggler
12. Balloonist
13. Butler
14. General
15. Chambermaid
16. 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 
**Poisoner**
The Poisoner points to a player. That player is poisoned.

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 
**Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

8 
**Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

9 
**Butler**
The Butler points to a player. Mark that player as 'Master'.

10 
**Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

11 
**General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

12 
**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.

13 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 

**Poisoner**

The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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 

**Fearmonger**

The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

6 

**Imp**

The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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 

**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.

9 

**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).

10 

**Oracle**

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

11 

**Juggler**

If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

12 

**Balloonist**

Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

13 

**Butler**

The Butler points to a player. Mark that player as 'Master'.

14 

**General**

Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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.