Method to Madness *by Potato-dono*

Bootlegger Djinn

TOWNSFOLK



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



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



Village Idiot
Each night, choose a player: you learn their alignment. **[+0 to +2 Village Idiots. 1 of the extras is drunk]**



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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.



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Alchemist
You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



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



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.

OUTSIDERS



Hermit
You have all Outsider abilities. **[-0 or -1 Outsider]**



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



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



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS



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



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.



Lady Lace
Each night, choose a player. They are poisoned until you die. Before dawn on the night equal to Minions +1, you die, even if drunk or poisoned.



Shapeshifter
Once per game, at night, choose any official nonDemon character except "Atheist, Heretic, Wizard": you gain ability of that character for 3 nights & 3 days. It might have a price & leave a clue as to its nature.



Wraith
You may choose to open your eyes at night. You wake when other evil players do.

DEMONS



Kazali
Each night*, choose a player: they die. **[You choose which players are which Minions. -? to +? Outsiders]**



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



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+1 Outsider]**



Lord of Typhon
Each night*, choose a player: they die. **[Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]**

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* Not the first night

FIRST NIGHT

- Dusk
- Wraith
- Lord of Typhon
- Kazali
- Alchemist
- Minion Info
- Demon Info
- Shapeshifter
- Lady Lace
- Witch
- Cerenovus
- Harpy
- Amnesiac
- Fortune Teller
- Seamstress
- Noble
- Shugenja
- Village Idiot
- High Priestess
- Mathematician
- Dawn

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

An Alchemist-Wraith has no Wraith ability & a Wraith is in play. After each execution, a living Alchemist-Wraith may publicly guess a living player as the Wraith. If correct, the Demon must choose the Wraith tonight.

If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

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

Bootlegger
This script has homebrew characters or rules.

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

OTHER NIGHTS

- Dawn
- Mathematician
- High Priestess
- Village Idiot
- Seamstress
- Oracle
- Fortune Teller
- Amnesiac
- Banshee
- Kazali
- Vigormortis
- Lord of Typhon
- Fang Gu
- Princess
- Harpy
- Cerenovus
- Witch
- Monk
- Lady Lace
- Shapeshifter
- Wraith
- Dusk

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FIRST NIGHT

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Dusk	Start the Night Phase.
Wraith	Wake the Wraith whenever other evil players wake.
Lord of Typhon	Wake the Lord of Typhon's neighbors. Show the **YOU ARE** and Minion tokens & give a thumbs-down.
Kazali	The Kazali chooses which players are which Minions. Wake each target. Show the **YOU ARE** and Minion tokens & give a thumbs-down.
Alchemist	Show the **YOU ARE** info token and a Minion token.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.
Demon Info	If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Shapeshifter	Wake the Shapeshifter. They either shake their head no or secretly tells the storyteller character they have chosen. Put the Shapeshifter to sleep.
Lady Lace	Lady Lace chooses a player ●. Mark Lady Lace with the token ● corresponding to the night equal to Minions +1. ●
Witch	The Witch chooses a player. ●
Cerenovus	The Cerenovus chooses a player & a character. ● Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.
Harpy	The Harpy chooses 2 players. ● ● Put the Harpy to sleep. Wake the 1st target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the 2nd target.
Amnesiac	Do whatever needs to be done to satisfy the Amnesiac's ability.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ●
Noble	Point to the 3 players marked **KNOW**.
Shugenja	Point clockwise or anticlockwise.
Village Idiot	If there are multiple Village Idiots, mark one as **DRUNK**. ● Wake the Village Idiots one at a time to choose a player. Give a thumb signal.
High Priestess	Point to a player.
Mathematician	Give a finger signal.
Dawn	Wait for a few seconds. End the Night Phase.

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OTHER NIGHTS

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Dusk	Start the Night Phase.
Wraith	Wake the Wraith whenever other evil players wake.
Shapeshifter	Wake the Shapeshifter. They either shake their head no or secretly tells the storyteller character they have chosen. Put the Shapeshifter to sleep.
Lady Lace	Lady Lace chooses a player ●. If the night number corresponds with the token ● currently on Lady Lace, they die at the conclusion of the night and all poison effects are removed.
Monk	The Monk chooses a player. ●
Witch	The Witch chooses a player. ●
Cerenovus	The Cerenovus chooses a player & a character. ● Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.
Harpy	The Harpy chooses 2 players. ● ● Put the Harpy to sleep. Wake the 1st target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the 2nd target.
Princess	If the Princess nominated the player who was executed today, wake the Demon as normal, but no one dies to the Demon's ability. ●
Fang Gu	The Fang Gu chooses a player. ● If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ●
Lord of Typhon	The Lord of Typhon chooses a player. ●
Vigormortis	The Vigormortis chooses a player. ● If that player is a Minion, poison a neighboring Townsfolk. ● ●
Kazali	The Kazali chooses a player. ●
Banshee	If the Banshee was killed by the Demon tonight, announce that the Banshee has died. ●
Amnesiac	Do whatever needs to be done to satisfy the Amnesiac's ability.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Oracle	Give a finger signal.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ●
Village Idiot	Wake the Village Idiots one at a time to choose a player. Give a thumb signal.
High Priestess	Point to a player.
Mathematician	Give a finger signal.
Dawn	Wait for a few seconds. End the Night Phase.

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