

# Mad as a Hatter - First Night

by rsar



**Dusk** | None



**Alchemist** | Show the Alchemist a not-in-play Minion token



**Poppy Grower** | Do not inform the Demon/Minions who each other are



**Minion Info** | If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.



**Demon Info** | If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play



**Sailor** | The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.



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



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



**Poisoner** | The Poisoner points to a player. That player is poisoned.



**Devil's Advocate** | The Devil's Advocate points to a living player. That player survives execution tomorrow.



**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.



**Harpy** | Wake the Harpy; they point at one player, then another. Wake the 1st player the Harpy pointed to, show them the 'This character has selected you' card, show them the Harpy token, then point at the 2nd player the Harpy pointed to.



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



**Huntsman** | The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.



**Damsel** | Wake all the Minions, show them the 'This character selected you' card and the Damsel token.



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



**Librarian** | Show the character token of an Outsider in play. Point to two players, one of which is that character.



**Investigator** | Show the character token of a Minion in play. Point to two players, one of which is that character.



**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.



**Dawn** | Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



# Mad as a Hatter - Other Nights

by rsar



**Dusk**

Check that all eyes are closed. Some travellers act.



**Poppy Grower**

If the Poppy Grower has died, show the Minions/Demon who each other are.



**Sailor**

The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.



**Poisoner**

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



**Devil's Advocate**

The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.



**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.



**Harpy**

Wake the Harpy; they point at one player, then another. Wake the 1st player the Harpy pointed to, show them the 'This character has selected you' card, show them the Harpy token, then point at the 2nd player the Harpy pointed to.



**Shabaloth**

One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.



**Lleech**

The Lleech points to a player. That player dies.



**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.



**Hatter**

If the Hatter died today: Wake the Minions and Demon. Show them the 'This Character Selected You' info token, then the Hatter token. Each player either shakes their head no or points to another character of the same type as their current character. If a second player would end up with the same character as another player, shake your head no and gesture for them to choose again. Put them to sleep. Change each player to the character they chose.



**Huntsman**

The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.



**Damsel**

If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.



**Amnesiac**

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



**Ravenkeeper**

If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.



**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).



**Bounty Hunter**

If the known evil player has died, point to another evil player.



**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.