

# Mad as a Hatter

by rsar

TOWNSFOLK

## Investigator



You start knowing that 1 of 2 players is a particular Minion.

## Librarian



You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

## Bounty Hunter



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

## Pixie



You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

## Sailor



Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

## Town Crier



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

## Amnesiac



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

## 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.

## Mutant



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

## Poisoner



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

## Devil's Advocate



Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

## Harpy



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

## Lil' Monsta



Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night\*, a player might die. [+1 Minion]

## LLeech



Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

## Djinn



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

OUTSIDERS

MINIONS

DEMONS

FABLED

JINKES

## Slayer



Once per game, during the day, publicly choose a player: if they are the Demon, they die.

## Huntsman



Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

## Alchemist



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

## Pacifist



Executed good players might not die.

## Ravenkeeper



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

## Poppy Grower



Minions & Demons do not know each other. If you die, they learn who each other are that night.

## Damsel



All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

## Hatter



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

## Cerenovus



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

## Baron



There are extra Outsiders in play. [+2 Outsiders]

## Goblin



If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

## Shabaloth



Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.