

Mad as a Hatter - First Night

by rsar



Dusk Start the Night Phase.



Alchemist Show the YOU ARE token and the character token of a Minion.



Poppy Grower Do not do the Minion Info and Demon Info steps. Wake the Demon, show the THESE CHARACTERS ARE NOT IN PLAY info token and any three good character tokens that are not in play.



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.



Sailor The Sailor chooses a living player.



Lil' Monsta Wake all Minions, allow them to choose a babysitter.



Lleech The Lleech chooses a player.



Poisoner The Poisoner chooses a player.



Devil's Advocate The Devil's Advocate chooses a living 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 two 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.



Pixie Show the Townsfolk character token marked MAD.



Huntsman The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



Damsel If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Amnesiac Run the Amnesiac's ability, if applicable.



Librarian Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Investigator Show the Minion character token. Point to both the MINION and WRONG players.



Bounty Hunter Point to the KNOWN player.



Dawn Wait for a few seconds. End the Night Phase.

Mad as a Hatter - Other Nights

by rsar



Dusk

Start the Night Phase.



Poppy Grower

If the Poppy Grower died today or tonight, wake the Minions, show the THIS IS THE DEMON info token and point to the Demon. Put them to sleep. Wake the Demon, show the THESE ARE YOUR MINIONS info token and point to the Minions. Put the Demon to sleep.



Sailor

The Sailor chooses a living player.



Poisoner

The Poisoner chooses a player.



Devil's Advocate

The Devil's Advocate chooses a living 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 two 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.



Shabaloth

A previously chosen player might be resurrected. The Shabaloth chooses 2 players.



Lleech

The Lleech chooses a player.



Lil' Monsta

Wake all Minions, allow them to choose a babysitter. A player might die.



Hatter

If the Hatter died today or tonight, wake Minions and Demons, allow them to choose new characters.



Huntsman

The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



Damsel

If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Amnesiac

Run the Amnesiac's ability, if applicable.



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Town Crier

Either nod or shake your head.



Bounty Hunter

If the KNOWN player died today or tonight, point to a new KNOWN player.



Dawn

Wait for a few seconds. End the Night Phase.