

# 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.

## OUTSIDERS



### 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 both might die.



### Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night\*. [+1 Minion]



### Lleech

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



### Djinn

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

## MINIONS



### 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 not-in-play Minion ability.



### 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 you are 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.

## FABLED

## JINXES



The Cerenovus may choose to make a player mad that they are the Goblin.



If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.



If a Demon chooses Lil' Monsta, they also choose a Minion to become and babysit Lil' Monsta tonight.



If the Slayer slays the Lleech's host, the host dies.