

One True Fishbucket (with confirmed religion) - First Night

	Dusk	None
	Philosopher	The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
	Alchemist	Show the Alchemist a not-in-play Minion token
	Poppy Grower	Do not inform the Demon/Minions who each other are
	Magician	Show the Magician as a Demon during Minion Info. Show the Magician as a Minion during Demon Info.
	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.
	Snitch	After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
	Lunatic	Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.
	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
	King	Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
	Sailor	The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
	Marionette	Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
	Engineer	The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
	Preacher	The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
	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.
	Widow	Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
	Courtier	The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
	Snake Charmer	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
	Godfather	Show each of the Outsider tokens in play.
	Devil's Advocate	The Devil's Advocate points to a living player. That player survives execution tomorrow.
	Evil Twin	Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
	Witch	The Witch points to a player. If that player nominates tomorrow they die immediately.
	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.
	Farmonger	The Farmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Farmonger ability.
	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.
	Mezepheles	Show the Mezepheles their secret word.

	Pukka	The Pukka points to a player. That player is poisoned.
	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.
	Washerwoman	Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
	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.
	Chef	Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
	Empath	Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
	Fortune Teller	The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
	Butler	The Butler points to a player. Mark that player as 'Master'.
	Grandmother	Show the marked character token. Point to the marked player.
	Clockmaker	Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
	Dreamer	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	Seamstress	The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
	Steward	Point to a good player.
	Knight	Point to two players who are not the Demon.
	Noble	Point to 3 players including one evil player, in no particular order.
	Balloonist	Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
	Shugenja	Wake the Shugenja; point horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
	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.
	Nightwatchman	The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
	Cult Leader	If the cult leader changed alignment, show them the thumbs up good signal or the thumbs down evil signal accordingly.
	Spy	Show the Grimoire to the Spy for as long as they need.
	High Priestess	Point to a player.
	General	Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
	Chambermaid	The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
	Mathematician	Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.
	Leviathan	Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'



Vizier

Announce 'The Vizier is in play' and state which player they are.

One True Fishbucket (with confirmed religion) – Other Nights



Dusk

Check that all eyes are closed. Some travellers act.



Philosopher

If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.



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.



Engineer

The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.



Preacher

The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.



Poisoner

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



Courtier

Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.



Innkeeper

The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.



Gambler

The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.



Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.



Monk

The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.



Devil's Advocate

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



Witch

If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.



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.



Pit-Hag

The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.



Fearmonger

The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.



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.



Mezepheles

Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.



Scarlet Woman

If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.



Lunatic

Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.



Exorcist

The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.



Lycanthrope

The Lycanthrope points to a living player: if good, they die and no one else can die tonight.



Legion

Choose a player, that player dies.



Imp

The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.



Zombuul

If no-one died during the day: The Zombuul points to a player. That player dies.



Pukka

The Pukka points to a player. That player is poisoned. The previously poisoned player dies.



Shabaloth

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

	Po	If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
	Fang Gu	The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
	No Dashi	The No Dashi points to a player. That player dies.
	Vortox	The Vortox points to a player. That player dies.
	Vigormortis	The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
	Ojo	The Ojo points to a character on the sheet; if in play, that player dies. If it is not in play, the Storyteller chooses who dies instead.
	Al-Hadikha	The Al-Hadikha chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 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.
	Assassin	If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
	Godfather	If an Outsider died today: The Godfather points to a player. That player dies.
	Gossip	If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
	Acrobat	If a good living neighbour is drunk or poisoned, the Acrobat 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.
	Barber	If the Barber died today: Wake the Demon. Show the "This character selected you" card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
	Sweetheart	Choose a player that is drunk.
	Sage	If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
	Professor	If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
	Choirboy	If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
	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.
	Farmer	If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
	Tinker	The Tinker might die.
	Moonchild	If the Moonchild used their ability to target a player today: If that player is good, they die.
	Grandmother	If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
	Ravenkeeper	If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
	Empath	Show the finger signal (0, 1, 2) for the number of evil neighbours.
	Fortune Teller	The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
	Undertaker	If a player was executed today: Show that player's character token.

	Dreamer	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	Flowergirl	Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
	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).
	Oracle	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
	Seamstress	If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
	Juggler	If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
	Balloonist	Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
	King	If there are more dead than living, show the King a character token of a living player.
	Bounty Hunter	If the known evil player has died, point to another evil player.
	Nightwatchman	The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
	Cult Leader	If the cult leader changed alignment, show them the thumbs up good signal or the thumbs down evil signal accordingly.
	Butler	The Butler points to a player. Mark that player as 'Master'.
	Spy	Show the Grimoire to the Spy for as long as they need.
	High Priestess	Point to a player.
	General	Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
	Chambermaid	The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
	Mathematician	Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.
	Leviathan	Change the Leviathan Day reminder for the next day.