





















# Waterloo's Monstrosity v1 - First Night



















by UW BOTC

	<b>Dusk</b>	None
	<b>Alchemist</b>	Show the Alchemist a not-in-play Minion token
	<b>Poppy Grower</b>	Do not inform the Demon/Minions who each other are
	<b>Magician</b>	Show the Magician as a Demon during Minion Info. Show the Magician as a Minion during Demon Info.
	<b>Minion Info</b>	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.
	<b>Lunatic</b>	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.
	<b>Demon Info</b>	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
	<b>Lil' Monsta</b>	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
	<b>Lleech</b>	The Lleech points to a player. Place the Poisoned reminder token.
	<b>Poisoner</b>	The Poisoner points to a player. That player is poisoned.
	<b>Snake Charmer</b>	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.
	<b>Mezephheles</b>	Show the Mezephheles their secret word.
	<b>Pukka</b>	The Pukka points to a player. That player is poisoned.
	<b>Pixie</b>	Show the Pixie 1 in-play Townsfolk character token.
	<b>Amnesiac</b>	Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
	<b>Noble</b>	Point to 3 players including one evil player, in no particular order.
	<b>Bounty Hunter</b>	Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
	<b>Cult Leader</b>	If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
	<b>High Priestess</b>	Point to a player.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



# Waterloo's Monstrosity v1 - Other Nights

by UW BOTC

	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Poppy Grower</b>	If the Poppy Grower has died, show the Minions/Demon who each other are.
	<b>Poisoner</b>	The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
	<b>Snake Charmer</b>	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.
	<b>Pit-Hag</b>	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.
	<b>Mezepheles</b>	Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
	<b>Lunatic</b>	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.
	<b>Pukka</b>	The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
	<b>Fang Gu</b>	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.
	<b>Lleech</b>	The Lleech points to a player. That player dies.
	<b>Lil' Monsta</b>	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
	<b>Acrobat</b>	If a good living neighbour is drunk or poisoned, the Acrobat player dies.
	<b>Professor</b>	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.
	<b>Amnesiac</b>	If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
	<b>Bounty Hunter</b>	If the known evil player has died, point to another evil player.
	<b>Cult Leader</b>	If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
	<b>High Priestess</b>	Point to a player.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.