

Catfishing - First Night

by Emily



Dusk Start the Night Phase.



Philosopher The Philosopher might choose a character. If necessary, swap their character token.



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.



Lunatic If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.



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.



Widow Show the Grimoire for as long as the Widow needs. The Widow chooses a player.



Snake Charmer The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



Godfather Show the character tokens of all in-play Outsiders.



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.



Amnesiac Run the Amnesiac's ability, if applicable.



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



Chef Give a finger signal.



Fortune Teller The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Grandmother Point to the grandchild player & show their character token.



Dreamer The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Balloonist Show any player.



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

Catfishing - Other Nights

by Emily



Dusk Start the Night Phase.



Philosopher The Philosopher might choose a character. If necessary, swap their character token.



Gambler The Gambler chooses a player & a character.



Snake Charmer The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



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.



Pit-Hag The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.



Lunatic Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



Imp The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.



Fang Gu The Fang Gu chooses a player. If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down.



Vigormortis The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.



Godfather If an Outsider died today, the Godfather chooses a player.



Sweetheart If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now.



Amnesiac Run the Amnesiac's ability, if applicable.



Grandmother If the grandchild was killed by the Demon, the Grandmother dies too.



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



Fortune Teller The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Dreamer The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Balloonist Show a player with a different character type to previously.



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