

# One True Fishbucket (now with 100% more religion) - First Night

	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Philosopher</b>	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.
	<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>Yaggababble</b>	Show the Yaggababble their secret phrase.
	<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>Snitch</b>	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.
	<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>Summoner</b>	Show the 'These characters are not in play' card. Show 3 character tokens of good characters not in play.
	<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>King</b>	Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
	<b>Sailor</b>	The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
	<b>Marionette</b>	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.
	<b>Engineer</b>	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.
	<b>Preacher</b>	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.
	<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>Widow</b>	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.
	<b>Courtier</b>	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.
	<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>Godfather</b>	Show each of the Outsider tokens in play.
	<b>Devil's Advocate</b>	The Devil's Advocate points to a living player. That player survives execution tomorrow.
	<b>Evil Twin</b>	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.
	<b>Witch</b>	The Witch points to a player. If that player nominates tomorrow they die immediately.
	<b>Cerenovus</b>	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.
	<b>Fearmonger</b>	The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

	<b>Harpy</b>	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.
	<b>Mezepheles</b>	Show the Mezepheles 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>Huntsman</b>	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.
	<b>Damsel</b>	Wake all the Minions, show them the 'This character selected you' card and the Damsel 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>Washerwoman</b>	Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
	<b>Librarian</b>	Show the character token of an Outsider in play. Point to two players, one of which is that character.
	<b>Investigator</b>	Show the character token of a Minion in play. Point to two players, one of which is that character.
	<b>Chef</b>	Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
	<b>Empath</b>	Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
	<b>Fortune Teller</b>	The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
	<b>Butler</b>	The Butler points to a player. Mark that player as 'Master'.
	<b>Grandmother</b>	Show the marked character token. Point to the marked player.
	<b>Clockmaker</b>	Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	<b>Seamstress</b>	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.
	<b>Steward</b>	Point to a good player.
	<b>Knight</b>	Point to two players who are not the Demon.
	<b>Noble</b>	Point to 3 players including one evil player, in no particular order.
	<b>Balloonist</b>	Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
	<b>Shugenja</b>	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.
	<b>Village Idiot</b>	The Village Idiot points to a player; give a thumbs up if that player is good or a thumbs down if that player is evil.
	<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>Nightwatchman</b>	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.
	<b>Cult Leader</b>	If the cult leader changed alignment, show them the thumbs up good signal or the thumbs down evil signal accordingly.
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>High Priestess</b>	Point to a player.
	<b>General</b>	Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
	<b>Chambermaid</b>	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 (now with 100% more 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.



**Summoner**

If it is the 3rd night, wake the Summoner. They point to a player and a Demon on the character sheet - that player becomes that Demon.



**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.

	<b>Shabaloth</b>	One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
	<b>Po</b>	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
	<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>No Dashi</b>	The No Dashi points to a player. That player dies.
	<b>Vortox</b>	The Vortox points to a player. That player dies.
	<b>Vigormortis</b>	The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
	<b>Ojo</b>	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.
	<b>Al-Hadikhia</b>	The Al-Hadikhia 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.
	<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>Yaggababble</b>	Choose a number of players up to the total number of times the Yaggababble said their secret phrase publicly, those players die.
	<b>Assassin</b>	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.
	<b>Godfather</b>	If an Outsider died today: The Godfather points to a player. That player dies.
	<b>Gossip</b>	If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
	<b>Acrobat</b>	If a good living neighbour is drunk or poisoned, the Acrobat player dies.
	<b>Hatter</b>	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.
	<b>Barber</b>	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.
	<b>Sweetheart</b>	Choose a player that is drunk.
	<b>Sage</b>	If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
	<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>Choirboy</b>	If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
	<b>Huntsman</b>	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.
	<b>Damsel</b>	If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
	<b>Amnesiac</b>	If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
	<b>Farmer</b>	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.
	<b>Tinker</b>	The Tinker might die.
	<b>Moonchild</b>	If the Moonchild used their ability to target a player today: If that player is good, they die.
	<b>Grandmother</b>	If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
	<b>Empath</b>	Show the finger signal (0, 1, 2) for the number of evil neighbours.

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