

















Catfishing - First Night

by Rohan Sarvaria

	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.
	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.
	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
	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.
	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.
	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.
	Amnesiac	Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
	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.
	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.
	Grandmother	Show the marked character token. Point to the marked player.
	Dreamer	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	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.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

Catfishing - Other Nights

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	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.
	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.
	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.
	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.
	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.
	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.
	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.
	Godfather	If an Outsider died today: The Godfather points to a player. That player dies.
	Sweetheart	Choose a player that is drunk.
	Amnesiac	If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
	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.
	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.
	Dreamer	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	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.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.