

Waterloo's Monstrosity v1 - First Night

by UW BOTC



Dusk Start the Night Phase.



Alchemist Show the YOU ARE token and the character token of a Minion.



Poppy Grower Do not do the Minion Info and Demon Info steps. Wake the Demon, show the THESE CHARACTERS ARE NOT IN PLAY info token and any three good character tokens that are not in play.



Magician Include the Magician in the Minion and Demon Info steps.



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.



Lil' Monsta Wake all Minions, allow them to choose a babysitter.



Lleech The Lleech chooses a player.



Poisoner The Poisoner 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.



Mezepheles Show the written word.



Pukka The Pukka chooses a player.



Pixie Show the Townsfolk character token marked MAD.



Amnesiac Run the Amnesiac's ability, if applicable.



Noble Point to all three players marked KNOW.



Bounty Hunter Point to the KNOWN player.



Cult Leader The Cult Leader might change alignment. If so, show the YOU ARE info token and a thumbs up or down for their new alignment.



High Priestess Point to a player.



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

Waterloo's Monstrosity v1 – Other Nights

by UW BOTC



Dusk

Start the Night Phase.



Poppy Grower

If the Poppy Grower died today or tonight, wake the Minions, show the THIS IS THE DEMON info token and point to the Demon. Put them to sleep. Wake the Demon, show the THESE ARE YOUR MINIONS info token and point to the Minions. Put the Demon to sleep.



Poisoner

The Poisoner chooses a player.



Acrobat

The Acrobat 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.



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.



Mezepheles

If a player is marked with the TURNS EVIL reminder, wake them. Show the YOU ARE info token and a thumbs down. The Mezepheles loses their ability.



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).



Pukka

The Pukka chooses a player. The previously poisoned player dies then becomes healthy.



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.



Lleech

The Lleech chooses a player.



Lil' Monsta

Wake all Minions, allow them to choose a babysitter. A player might die.



Plague Doctor

If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now.



Professor

The Professor might choose a dead player.



Amnesiac

Run the Amnesiac's ability, if applicable.



Bounty Hunter

If the KNOWN player died today or tonight, point to a new KNOWN player.



Cult Leader

The Cult Leader might change alignment. If so, show the YOU ARE info token and a thumbs up or down for their new alignment.



High Priestess

Point to a player.



Dawn

Wait for a few seconds. End the Night Phase.