Catfishing *by Emily*

TOWNSFOLK



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Chef
You start knowing how many pairs of evil players there are.



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



Balloonist
Each night, you learn a player of a different character type than last night. **[+0 or +1 Outsider]**



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDERS



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Sweetheart
When you die, 1 player is drunk from now on.



Mutant
If you are "mad" about being an Outsider, you might be executed.



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. **[-1 or +1 Outsider]**



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Pit-Hag
Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.



Widow
On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMONS



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. **[-1 Outsider]**



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+1 Outsider]**

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* Not the first night

FIRST NIGHT

- Dusk
- Philosopher
- Minion Info
- Lunatic
- Demon Info
- Widow
- Snake Charmer
- Godfather
- Cerenovus
- Amnesiac
- Investigator
- Chef
- Fortune Teller
- Grandmother
- Dreamer
- Balloonist
- Dawn

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RECOMMENDED TRAVELLERS



Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



Barista
Each night, until dusk, 1) a player becomes sober, healthy & gets true info, or 2) their ability works twice. They learn which.



Beggar
You must use a vote token to vote. If a dead player gives you theirs, you learn their alignment. You are sober & healthy.



Bone Collector
Once per game, at night*, choose a dead player: they regain their ability until dusk.



Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

OTHER NIGHTS

- Dawn
- Balloonist
- Dreamer
- Fortune Teller
- Ravenkeeper
- Grandmother
- Amnesiac
- Sweetheart
- Godfather
- Vigormortis
- Fang Gu
- Imp
- Lunatic
- Pit-Hag
- Cerenovus
- Snake Charmer
- Gambler
- Philosopher
- Dusk

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FIRST NIGHT

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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. ● Put the Widow to sleep. Wake the player marked **KNOW** & show the Widow token. ●
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	Do whatever needs to be done to satisfy the Amnesiac's ability.
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	Point to any player. ●
Dawn	Wait for a few seconds. End the Night Phase.

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OTHER NIGHTS

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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	Do whatever needs to be done to satisfy the Amnesiac's ability.
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	Point to a player with a different character type to the previously shown player. ●
Dawn	Wait for a few seconds. End the Night Phase.

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