Bowler Hat Squid v2.0.0 *by Timothy Merrell*

TOWNSFOLK

High Priestess

Each night, learn which player the Storyteller believes you should talk to most.

Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

Gambler

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

Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

Fool

The first time you die, you don't.

OUTSIDER

Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION

Pit-Hag

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

Wraith

You may choose to open your eyes at night. You wake when other evil players do.

DEMON

Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lil' Monsta
5. Butler
6. Chambermaid
7. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Gambler
3. Pit-Hag
4. Lil' Monsta
5. Professor
6. Moonchild
7. Butler
8. Chambermaid
9. D — Dawn

PLAYER COUNT

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

First Night

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1 D **Dusk**
Start the Night Phase.

2 M **Minion Info**
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

5 **Butler**
The Butler points to a player. Mark that player as 'Master'.

6 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

7 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

3 **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.

4 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

5 **Professor**
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.

6 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

7 **Butler**
The Butler points to a player. Mark that player as 'Master'.

8 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

9 D **Dawn**
Wait for a few seconds. End the Night Phase.