

Ancient Mechanisms - First Night

by rsar



Dusk

Start the Night Phase.



Storm Catcher

At the start of the night, announce which character is stormcaught. If that character is in play, mark that player as STORMCAUGHT. Wake each evil player and show them the character token, then the marked player. If not in play, wake each evil player, show them the THESE CHARACTERS ARE NOT IN PLAY token and the relevant character token.



Lord of Typhon

Replace neighbors of the Lord of Typhon with Minions, wake them, tell them their new alignment and character, then do minion info.



Kazali

Wake the Kazali, allow them to choose Minions.



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.



Summoner

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



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.



Preacher

The Preacher chooses a player. If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token and the Preacher token.



Courtier

The Courtier might choose a character.



Witch

The Witch chooses a player.



Harpy

The Harpy chooses two players. Put the Harpy to sleep. Wake the 1st target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the 2nd target.



Librarian

Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Chef

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head.



Knight

Point to the two non-Demon players marked KNOW.



Shugenja

Point clockwise or anticlockwise around the circle.



Village Idiot

Choose a Village Idiot to be drunk. Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.



Mathematician

Give a finger signal.



Dawn

Wait for a few seconds. End the Night Phase.

Ancient Mechanisms - Other Nights

by rsar



Dusk

Start the Night Phase.



Duchess

Wake each player marked VISITOR or FALSE INFO one at a time. Show them the Duchess token, then fingers (1, 2, 3) equaling the number of evil players marked "Visitor" or, if you are waking the player marked "False Info," show them any number of fingers except the number of evil players marked "Visitor."



Preacher

The Preacher chooses a player. If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token and the Preacher token.



Courtier

The Courtier might choose a character.



Innkeeper

The Innkeeper chooses 2 players.



Acrobat

The Acrobat chooses a player.



Witch

The Witch chooses a player.



Harpy

The Harpy chooses two players. Put the Harpy to sleep. Wake the 1st target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the 2nd target.



Summoner

Change the Summoner reminder token to the relevant night. If it is night 3, the Summoner chooses a player and a Demon. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE token, a thumbs down and the chosen Demon token.



Lord of Typhon

The Lord of Typhon chooses a player.



Kazali

The Kazali chooses a player.



Hatter

If the Hatter died today or tonight, wake Minions and Demons, allow them to choose new characters.



Barber

If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Tinker

The Tinker might die.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head.



Village Idiot

Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.



Mathematician

Give a finger signal.



Dawn

Wait for a few seconds. End the Night Phase.