

# Kazali Kabal – First Night

by rsar



**Dusk** | None



**Kazali** | The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token, show them the "You Are" info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.



**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.



**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



**Preacher** | The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.



**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.



**Godfather** | Show each of the Outsider tokens in play.



**Librarian** | Show the character token of an Outsider in play. Point to two players, one of which is that character.



**Grandmother** | Show the marked character token. Point to the marked player.



**Clockmaker** | Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.



**Dreamer** | The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.



**Seamstress** | The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.



**Knight** | Point to two players who are not the Demon.



**Bounty Hunter** | Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.



**Dawn** | Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



# Kazali Kabal - Other Nights

by rsar



**Dusk**

Check that all eyes are closed. Some travellers act.



**Preacher**

The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.



**Innkeeper**

The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.



**Scarlet Woman**

If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.



**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.



**Kazali**

The Kazali points to a player. That player dies.



**Assassin**

If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.



**Godfather**

If an Outsider died today: The Godfather points to a player. That player dies.



**Gossip**

If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.



**Hatter**

If the Hatter died today: Wake the Minions and Demon. Show them the 'This Character Selected You' info token, then the Hatter token. Each player either shakes their head no or points to another character of the same type as their current character. If a second player would end up with the same character as another player, shake your head no and gesture for them to choose again. Put them to sleep. Change each player to the character they chose.



**Sage**

If the Sage was killed by a Demon: Point to two players, one of which is that Demon.



**Grandmother**

If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.



**Undertaker**

If a player was executed today: Show that player's character token.



**Dreamer**

The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.



**Seamstress**

If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.



**Bounty Hunter**

If the known evil player has died, point to another evil player.



**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.