

# Good Execution v1.0 - First Night

by Alex



**Dusk** Start the Night Phase.



**Apprentice** Show the Apprentice the YOU ARE card, then a Townsfolk or Minion token. In the Grimoire, replace the Apprentice token with that character token, and put the Apprentice's IS THE APPRENTICE reminder by that character token.



**Bureaucrat** The Bureaucrat chooses a player.



**Thief** The Thief chooses a player.



**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.



**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.



**Organ Grinder** The Organ Grinder either nods their head yes to be drunk, or shakes their head no to be sober.



**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.



**Huntsman** The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



**Damsel** If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



**Amnesiac** Run the Amnesiac's ability, if applicable.



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



**Balloonist** Show any player.



**Shugenja** Point clockwise or anticlockwise around the circle.



**Bounty Hunter** Point to the KNOWN player.



**High Priestess** Point to a player.



**Chambermaid** The Chambermaid chooses 2 living players. Give a finger signal.



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



**Leviathan** Declare that "The Leviathan is in play." Mark the Leviathan with the \*DAY 1\* reminder.

# Good Execution v1.0 - Other Nights

by Alex



**Dusk** | Start the Night Phase.



**Bureaucrat** | The Bureaucrat chooses a player.



**Thief** | The Thief 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.



**Organ Grinder** | The Organ Grinder either nods their head yes to be drunk, or shakes their head no to be sober.



**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.



**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).



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



**Huntsman** | The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



**Damsel** | If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



**Amnesiac** | Run the Amnesiac's ability, if applicable.



**Town Crier** | Either nod or shake your head.



**Balloonist** | Show a player with a different character type to previously.



**Bounty Hunter** | If the KNOWN player died today or tonight, point to a new KNOWN player.



**High Priestess** | Point to a player.



**Chambermaid** | The Chambermaid chooses 2 living players. Give a finger signal.



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



**Leviathan** | Optionally, declare that "The Leviathan is in play." Replace the reminder token.