

Kazali Kabal - First Night

by rsar



Dusk Start the Night Phase.

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.

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.

Widow Show the Grimoire for as long as the Widow needs. The Widow chooses a player.

Godfather Show the character tokens of all in-play Outsiders.

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

Grandmother Point to the grandchild player & show their character token.

Clockmaker Give a finger signal.

Dreamer The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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

Knight Point to the two non-Demon players marked KNOW.

Bounty Hunter Point to the KNOWN player.

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

Kazali Kabal – Other Nights

by rsar



Dusk

Start the Night Phase.



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.



Innkeeper

The Innkeeper chooses 2 players.



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.



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.



Kazali

The Kazali chooses a player.



Assassin

The Assassin might choose a player.



Godfather

If an Outsider died today, the Godfather chooses a player.



Gossip

If the Gossip is due to kill a player, they die.



Hatter

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



Sage

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



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too.



Undertaker

If a player was executed today, show their character token.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Seamstress

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



Bounty Hunter

If the KNOWN player died today or tonight, point to a new KNOWN player.



Dawn

Wait for a few seconds. End the Night Phase.