



















Good Execution v1.0 - First Night

by Alex

	Dusk	None
	Magician	Show the Magician as a Demon during Minion Info. Show the Magician as a Minion during Demon Info.
	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.
	Lunatic	Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.
	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
	Snake Charmer	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
	Cerenovus	The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
	Huntsman	The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
	Damsel	Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
	Amnesiac	Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
	Librarian	Show the character token of an Outsider in play. Point to two players, one of which is that character.
	Balloonist	Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
	Shugenja	Wake the Shugenja; point horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
	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.
	High Priestess	Point to a player.
	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.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.
	Leviathan	Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

Good Execution v1.0 - Other Nights

by Alex



Dusk

Check that all eyes are closed. Some travellers act.



Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.



Cerenovus

The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.



Lunatic

Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.



Sage

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



Huntsman

The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.



Damsel

If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.



Amnesiac

If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.



Town Crier

Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).



Balloonist

Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.



Bounty Hunter

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



High Priestess

Point to a player.



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.



Dawn

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



Leviathan

Change the Leviathan Day reminder for the next day.