Rotting King of the Blighted Lands v1.0.0 *by Navean*

Storm Catcher · Spirit of Ivory · Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Town Crier
Each night*, you learn if a Minion nominated today.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Farmer
If you die at night, an alive good player becomes a Farmer.



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Mutant
If you are "mad" about being an Outsider, you might be executed.



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Witch
6. Seamstress
7. Noble
8. Nightwatchman
9. Cult Leader
10. General
11. Dawn

FABLED, JINXES & LORIC

Plague Doctor & Baron

If the Storyteller would gain the Baron ability, up to two players become Outsiders.

FABLED

Spirit of Ivory

There can't be more than 1 extra evil player.

Djinn

Use the Djinn's special rule. All players know what it is.

LORIC

Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

1. Dusk
2. Gambler
3. Monk
4. Witch
5. Legion
6. Shabaloth
7. Vigormortis
8. Assassin
9. Gossip
10. Barber
11. Farmer
12. Town Crier
13. Seamstress
14. King
15. Nightwatchman
16. Cult Leader
17. General
18. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1	D	**Dusk** Start the Night Phase.
2	M	**Minion Info** If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3	D	**Demon Info** If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
6		**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.
7		**Noble** Point to 3 players including one evil player, in no particular order.
8		**Nightwatchman** The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
9		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
10		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
11	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
3. **Monk**
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
4. **Witch**
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5. **Legion**
   Choose a player, that player dies.
6. **Shabaloth**
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
7. **Vigormortis**
   The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
8. **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.
9. **Gossip**
   If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
10. **Barber**
    If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
11. **Farmer**
    If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
12. **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).
13. **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.
14. **King**
    If there are more dead than living, show the King a character token of a living player.
15. **Nightwatchman**
    The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
16. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
17. **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
18. **Dawn**
    Wait for a few seconds. End the Night Phase.