The King's Song v1.0.0 *by Dragon_Hunter_70*

Storm Catcher Djinn

TOWNSFOLK



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



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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.



Oracle
Each night*, you learn how many dead players are evil.



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



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



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



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

DEMON



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. King
6. Preacher
7. Washerwoman
8. Noble
9. Cult Leader
10. General
11. Dawn

FABLED, JINXES & LORIC

Pit-Hag & Goon

If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

Pit-Hag & Cult Leader

If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.

FABLED

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. Philosopher
3. Preacher
4. Gambler
5. Pit-Hag
6. Fang Gu
7. Al-Hadikhia
8. Choirboy
9. Oracle
10. King
11. Cult Leader
12. General
13. 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  **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6  **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.

7  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

8  **Noble**
Point to 3 players including one evil player, in no particular order.

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 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **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.

4 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

5 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

6 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

7 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

8 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

9 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

10 **King**
If there are more dead than living, show the King a character token of a living player.

11 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

12 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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