# Red White and Royal Blue v1.0.0 *by Thomith*

Djinn

## TOWNSFOLK



**Knight**
You start knowing 2 players that are not the Demon.



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



**Grandmother**
You start knowing a good player & their character. If the Demon kills them, you die too.



**Empath**
Each night, you learn how many of your 2 alive neighbours are evil.



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



**Balloonist**
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



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



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



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



**Princess**
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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



**Mayor**
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

## OUTSIDER



**Butler**
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



**Sweetheart**
When you die, 1 player is drunk from now on.



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



**Politician**
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## MINION



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



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



**Marionette**
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



**Scarlet Woman**
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

## DEMON



**No Dashii**
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



**Imp**
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



**Ojo**
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



**Lord of Typhon**
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Marionette
6. Empath
7. Butler
8. Grandmother
9. Noble
10. Balloonist
11. Dawn

## FABLED, JINXES & LORIC

**Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

### FABLED

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

## OTHER NIGHTS

1. Dusk
2. Gambler
3. Monk
4. Scarlet Woman
5. Imp
6. No Dashii
7. Assassin
8. Gossip
9. Barber
10. Sweetheart
11. Choirboy
12. Grandmother
13. Empath
14. Balloonist
15. King
16. Butler
17. 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  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

6  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

7  **Butler**
The Butler points to a player. Mark that player as 'Master'.

8  **Grandmother**
Show the marked character token. Point to the marked player.

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

10  **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.

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 **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 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

5 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

6 **No Dashii**
The No Dashii points to a player. That player dies.

7 **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.

8 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

9 **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.

10 **Sweetheart**
Choose a player that is drunk.

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

12 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

13 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

14 **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.

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

16 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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